

PRIMA'S OFFICIAL STRATEGY GUIDE

RollerCoaster TYCOON 2

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RollerCoaster TYCOON 2

Prima's Official Strategy Guide

DAVID KNIGHT

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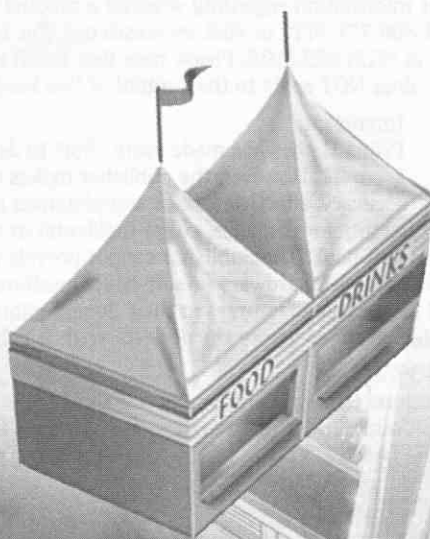
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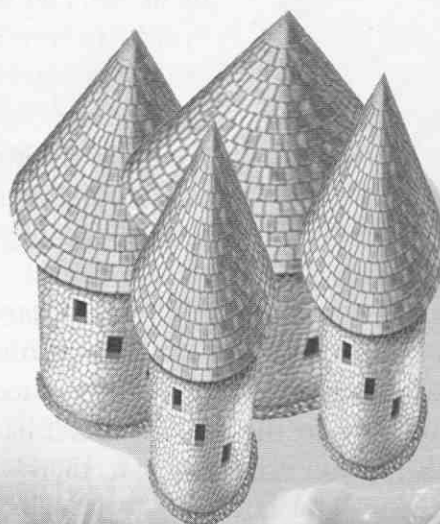
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INTRODUCTION

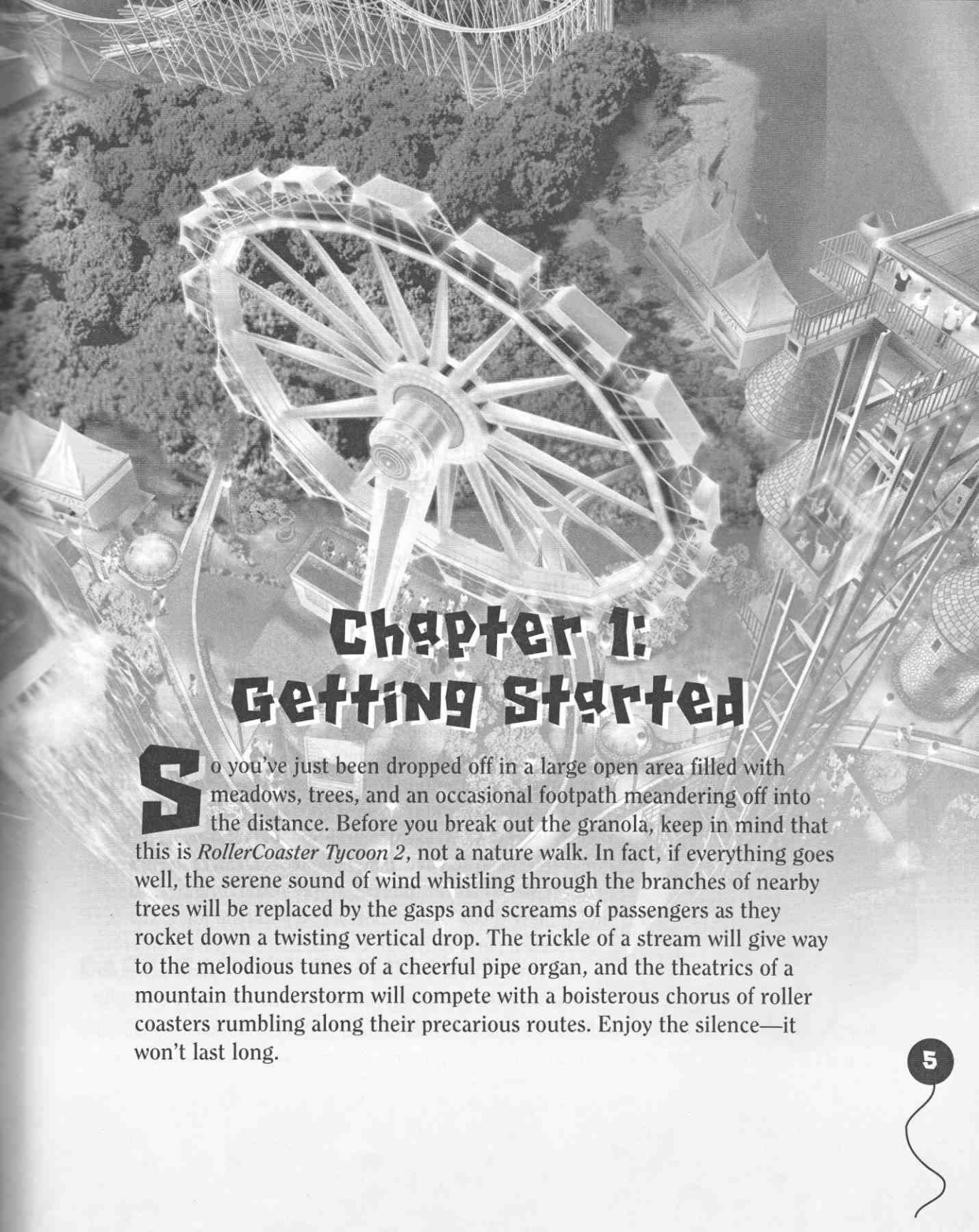
When *RollerCoaster Tycoon* was released in 1999, it took the gaming world by storm and refused to go away. Thanks to its addictive gameplay and universal appeal, the game remained on the bestseller charts for more than two years after its initial release—something few games have ever done. Expansion packs like *Corkscrew Follies* and *Loopy Landscapes* only enhanced gamers' appetites to build bigger and badder roller coasters, while tinkering with the delicate intricacies of park management.

Gamers can expect the same great experience from *RollerCoaster Tycoon 2*. The gameplay that made the first one so great is back with some new tools and options. The 26 new scenarios offer a variety of parks and challenges. But the most impressive feature of the game is the addition of Six Flags® parks and roller coasters. Ever want to build the Goliath™ or the Texas Giant™? Well, now you can!

This guide looks at each of the rides, shops, stalls, staff members, and scenarios while offering design tips to make your park run more efficiently. It may be fun to watch your roller coasters accelerate through their twisting routines, but you have more pressing things to do. Throughout the game you'll be working to keep your guests happy. Sometimes that means building new rides and roller coasters, and other times it means providing food, drinks, and restrooms.

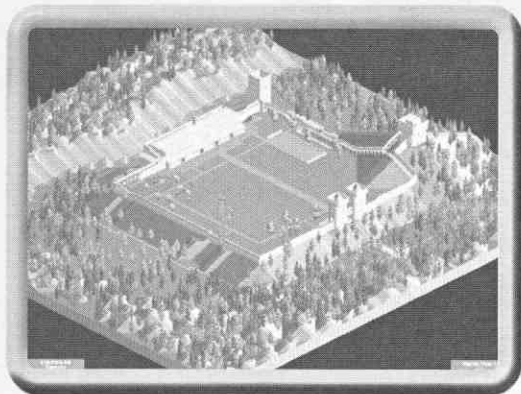
In addition to keeping your guests happy, maintain your happiness, too. *RollerCoaster Tycoon 2* is the ultimate sandbox experience, with limitless opportunities to show off your skills as an artist and a ride engineer. Generally speaking, there is no right or wrong way to play the game, so don't be afraid to experiment and try new things. Just remember: if you can imagine it, there's usually a way to pull it off.



An aerial, grayscale photograph of a roller coaster park. In the center is a large Ferris wheel with many passenger cars. To the right, a roller coaster track winds through the air, featuring several loops and drops. The park is surrounded by dense trees and some buildings. The overall scene is dynamic and exciting.

Chapter 1: Getting Started

So you've just been dropped off in a large open area filled with meadows, trees, and an occasional footpath meandering off into the distance. Before you break out the granola, keep in mind that this is *RollerCoaster Tycoon 2*, not a nature walk. In fact, if everything goes well, the serene sound of wind whistling through the branches of nearby trees will be replaced by the gasps and screams of passengers as they rocket down a twisting vertical drop. The trickle of a stream will give way to the melodious tunes of a cheerful pipe organ, and the theatrics of a mountain thunderstorm will compete with a boisterous chorus of roller coasters rumbling along their precarious routes. Enjoy the silence—it won't last long.



Zooming out gives you a full view of your park.

Before you can kick back and enjoy the sights and sounds of your creations, some pressing details (mostly centered around money) need to be addressed. For instance, how do you plan to make money? How much money do you have to work with? How much money will you need? Equally important are logistical considerations: Where do you start building? What can you build? How many employees will you need to hire? And finally, what is your overall goal or

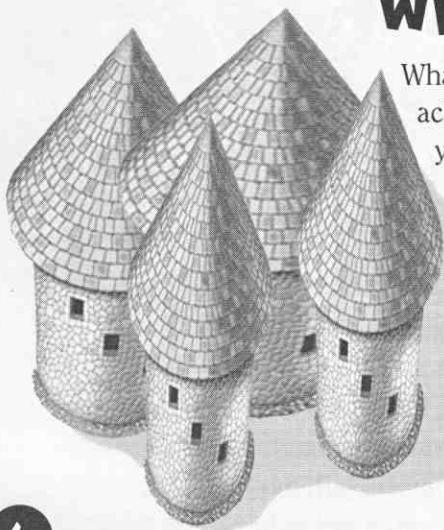
objective: Are you building this park for fun, or do you want to meet a requirement?

These factors can be a bit overwhelming for the novice player, but understanding and addressing them will ultimately make the game much easier. In this chapter we look at ways to evaluate your objectives, environment, and business plan.

What's the Objective?

What's the point of the game? In most instances you're trying to achieve objectives within the game's various scenarios. Even if you're not paying attention to the scenario objectives, though, you're probably working toward your own personal goal.

Maybe you want to earn enough money to buy a new ride, or you want to see how many people you can cram into your park. Whatever the reason, understanding how to set and achieve goals is an important step in running a successful park. Although the scenarios require numerous objectives, those dealing with attendance, park rating, and finances are the most prevalent. Once you have a handle on these three, everything else should be easy.





The Park Information window lists your objectives at the beginning of each scenario.

ATTENDANCE OBJECTIVES

Attendance refers to the number of guests in your park at any given time. Don't worry—you don't have to count them all. This information is provided in the bottom left corner of the screen, where a fluctuating number is followed by the word "Guests." As attendance increases, a green

upward arrow appears to the left of the number, signifying a rapid influx of new guests. Likewise, a red downward arrow appears when guests begin leaving in droves—take this as a warning sign.

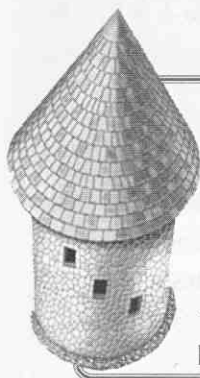
Attendance objectives usually require a certain number of guests to be in your park by a certain date. For example, one objective might read, "host 1,200 guests in your park by the end of year three." That means you have to meet or exceed an attendance level of 1,200 guests at the end of the park's third operational year. Although it might seem like a daunting task at first, if you break it up over the time allotted, that's an increase of only 400 guests a year. When facing an attendance objective, remember to keep things in perspective and focus on steady and consistent growth. Even if it isn't a direct objective, steady attendance growth should always be part of your plan. After all, more people in your park means more money coming in.

Attendance will grow steadily as you build more attractions and increase park size. It's important to regularly build new and exciting rides while taking the time and money to improve upon (or replace) older attractions. Advertising campaigns can also increase attendance but are quite expensive and should be used sparingly or in emergency situations. We'll talk more about advertising in Chapter 9.

PARK RATING OBJECTIVES

The green status bar in the bottom left of the screen shows the park rating just below the attendance counter. It's a cumulative rating based on many aspects of your park, and a great barometer for judging your park's overall success and popularity. If you're running a clean

and tidy park with great rides, short lines, and few complaints, you have nothing to worry about. On the other hand, if your park is a mess and the guests are ranting about it, you'll have to make some improvements. Most scenarios require a park rating of 600 or greater, which shouldn't be a problem as long as you keep on top of things.



TIP

To get an accurate reading of your current park rating, simply move the mouse pointer over the status bar in the bottom left and wait for a tool tip to appear with the precise number.

The best way to improve your park rating is to listen to your guests and make changes based on their feedback. If they're disgusted with the condition of your footpaths, hire some handymen to sweep away the litter. If they're thirsty, build a drink stall. The less there is to complain about, the higher your park rating climbs. If you're doing a good job, you'll easily maintain a park rating within the 900 range.

FINANCIAL OBJECTIVES

Financial objectives can be tricky due to the ever-changing value of your assets. Such objectives usually require a certain park or company value by a given deadline. Both park value and company value rely on separate complex formulas to calculate the combined worth of your park and business operation. The Park Value is the notional 'value' of the park if you could sell it and reflects the perceived 'value' of the rides in the park. To increase the park value, either build more rides or improve the existing ones, but it will drop over time. The Company Value is how much you are worth ($\text{Cash In Hand} + \text{Park Value} - \text{Loan}$). As your park gets older, your rides and attractions depreciate, and your park and company values slip.

Although it's expensive, the best way to combat depreciation is to replace old rides with new ones. As they say, timing is everything. Replace as many old rides as you can right before the scenario deadline. This ensures that your park is appraised at the highest possible value since the newly installed rides have had little time to depreciate. You can also bolster your park and company values by paying off outstanding loans. We'll talk about park value, company value, and finances in Chapter 9. For now just keep in mind that depreciation is an unavoidable obstacle that all parks face.



Study the Environment

Now that you have a better understanding of how to approach the game's various objectives, begin surveying your surroundings and making tentative plans. Familiarizing yourself with the terrain and layout of the map is the first step in your design process.

PAUSE AND SMELL THE ROSES

At the start of a game, the clock ticks while guests walk toward your gates. In some cases, guests may already be wandering around your vacant park. Time is a valuable asset that shouldn't be wasted. Every minute that guests wander aimlessly around your empty park is a minute you're not making money. You need to build some attractions—and quickly! Instead of haphazardly throwing down rides here and there, pause the game until you've made an effective plan. The Pause button is in the top left-hand corner of the screen.

NOTE

You can't build anything while the game is paused.



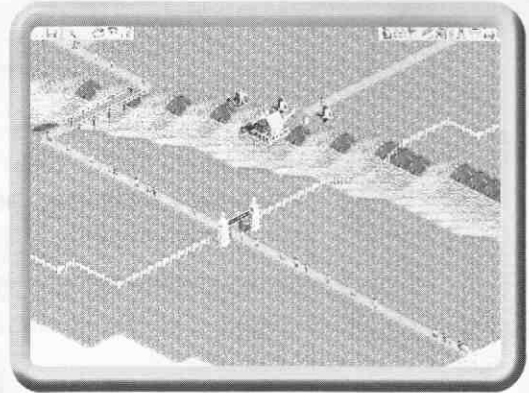
THINGS TO LOOK FOR

As you're perusing the blank canvas of your empty park, keep an eye out for the following features.

PARK GATE

Start building as close to your park gate as possible.

This is where your guests enter the park. Unless you're prohibited by unfavorable terrain, build your first attractions near the park's entrance. This allows guests to immediately get on rides without walking too far.



FLAT LAND

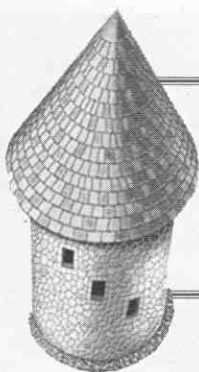
For beginners and experts alike, flat land is the easiest terrain to work with—especially when you're on a limited budget. Sure, you can sculpt flat terrain yourself, but doing so is costly. Moving massive amounts of dirt is not the way you want to start your park's construction. If you can find some relatively flat land near the park's entrance, you'll be set.

FORESTS

Your park and trees *can* coexist.

Keep watch for areas with dense trees and try to avoid them during the early stages of your park's development. Preserving your park's natural beauty should be a leading consideration. Plus removing trees can get expensive.

There will undoubtedly come a time when you need to take out some trees to complete a ride or other attraction. When doing so, remove only the trees that are in the way. Avoid clear-cutting large areas—not only is it costly, it robs your park of natural scenery.



TIP

Avoid cutting down trees when you're low on cash. Removing a single tree can cost as much as \$20!

MOUNTAINS

Taming mountains and hills isn't an easy design task, but with some time and practice they can become an integral part of your park. Unless you're familiar with tunneling it's best to avoid mountains until you gain both experience and more money.



WATER

Like forests, naturally occurring water can be a valuable asset. In addition to providing scenery, lakes, ponds, and streams can enhance rides. For example, building roller coasters above or near water can increase the ride's excitement rating. You can even place water rides (such as the boat hire) in the water without the costs and hardships of creating an artificial lake.

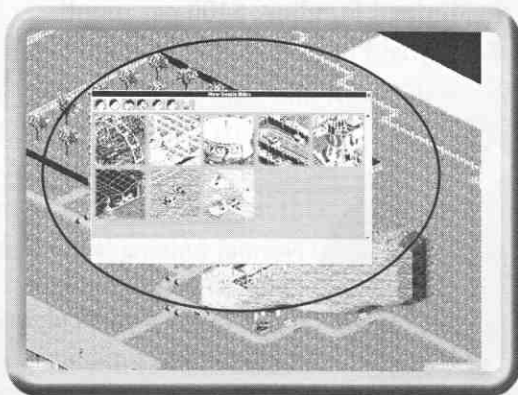
Available Attractions

Now that you have a pretty good idea of where you want to build, it's finally time to decide *what* you want to build. Each scenario begins with a set number of available attractions. Although it depends on the scenario, not every ride is available; you have to build based on what is offered at the beginning. Click on the Build New Ride/Attraction button at the top of the screen to bring up the menu of available attractions. The menu offers selections from Transport Rides, Gentle Rides, Roller Coasters, Thrill Rides, Water Rides, and Shops & Stalls.

Browse through the available rides and attractions before building anything.

Peruse the various attractions and note what is available and what isn't. Each attraction lists a brief description and an estimated cost, allowing you to judge appropriateness and

feasibility. To start off, focus on low-cost gentle and thrill rides. Don't forget to check out shops and stalls, too. Information kiosks in particular are important profit-generating structures that sell maps and umbrellas. If information kiosks (or any other significant attractions) aren't yet available, don't worry—you can always attain them through research.



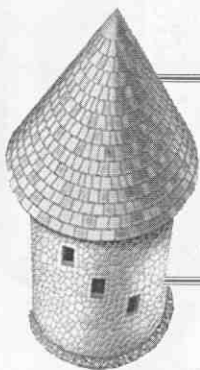
Research

Research can be a valuable tool if you're not satisfied with the initial availability of rides and attractions. Once properly funded, your park's research and development (R&D) team will get to work on park additions. For the most part, your role in this matter is hands-off. However, there are certain parameters you can adjust to enhance the efficiency and direction of the research.

FUNDING

The Research Funding window can be accessed by bringing up the Financial Summary window and clicking on the tab (with the red flask) at the far right. The amount of funding you dump into research should reflect the necessity for new attractions—the more funding, the quicker new rides and attractions become available. There are four levels of funding, each with a different cost:

- * No Funding: \$0 per month
- * Minimal Funding: \$100 per month
- * Normal Funding: \$200 per month
- * Maximum Funding: \$400 per month

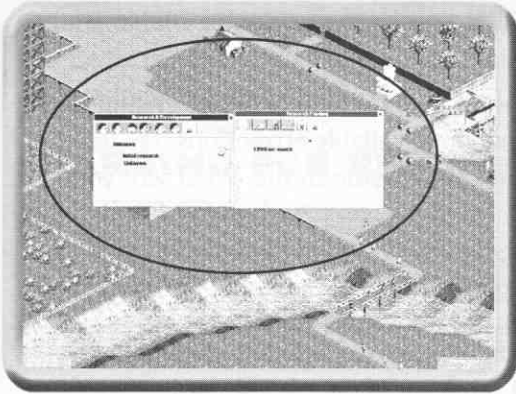


TIP

Normal funding is the best option if you're not in a hurry to get a particular ride or attraction.

Even if you're content with the attractions available at the beginning of a scenario, it's still a good idea to conduct research. Research time varies, but under normal funding you can expect to see results within four to six weeks. If that's not fast enough, speed things up by increasing funds to maximum. Although this costs twice as much as normal funding,

attractions researched with maximum funding are usually completed within a month. This is a good option when you're focused on obtaining a specific attraction.



Remember to allocate research funding and priorities.

PRIORITIES

Although you can't target individual attractions for research and development, you can provide a general direction for your R&D team to follow. This is done by assigning priorities, which are also listed on the Research Funding window.

Setting priorities is as easy as checking and

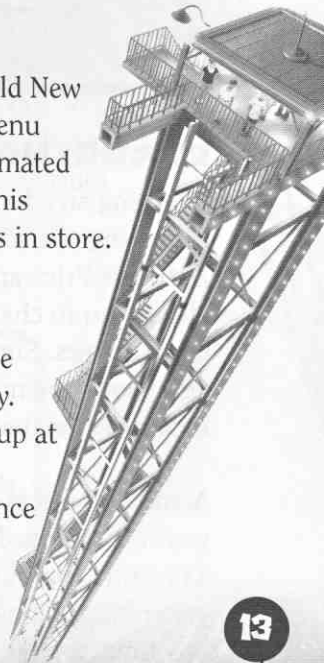
unchecking the appropriate boxes. For example, if you just want the R&D team to produce new gentle and thrill rides, simply check the boxes next to Gentle Rides and Thrill Rides and uncheck all the other boxes. Likewise, if you still need to develop an information kiosk, check the box next to Shops & Stalls and uncheck the rest. This focuses your R&D team solely on developing new shops and stalls.

PROGRESS

Once research has begun, you can check up on its progress by opening the Build New Ride/Attraction menu and clicking on the Research tab at the far right. This menu shows what is currently being developed, the stage of development, and an estimated time of completion. It also lists the last completed attraction. Keep an eye on this window as the game progresses to get a sneak peak at what your R&D team has in store.

A FINAL WORD ON RESEARCH

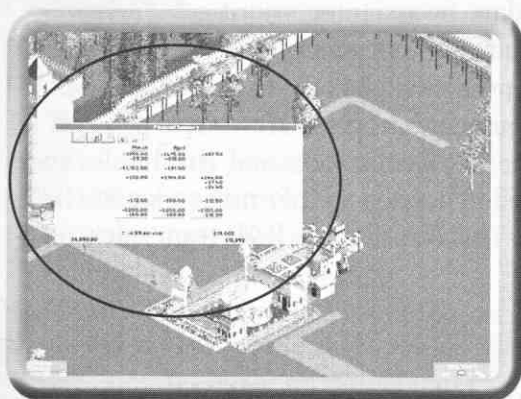
Remember to be patient and do the best you can with what you have. If you're after a specific ride or attraction, chances are it won't come up on the first try. In some cases the ride or attraction you've been waiting for might not come up at all. This depends on the preset research conditions of the scenario. Each scenario has a predetermined number of attractions available for research. Once that list has been exhausted, there's no point in continuing funding for research. Even if there's nothing left to research, your R&D team will continue to accept your generous funding. Remember to select No Funding once all the research has been completed.



Make a Plan

You're almost there, but before you start building, make a general plan of attack. While taking into account the scenario objectives, the lay of the land, and available attractions, try to envision the design of your park and the means to bring your vision to life. What will you need to bring it all together?

MAKING MONEY



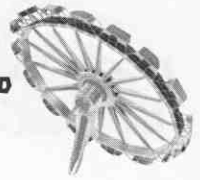
The Financial Summary window gives you a detailed rundown of your profits and expenditures.

Although it may not be a direct objective, making money should be the centerpiece of any plan. Sure, this may sound like a no-brainer, but since every park is a little different, you need to consider the various strategies for coaxing the cash out of your guests' pockets.

CHARGING ADMISSION

Charging an admission price is the easiest way to make money. You can do this at the beginning of a scenario when the Park Information window pops up. Click on the Show Park Entrance Price and Information tab (in the middle) to edit the admission price. If the scenario allows you to change the admission, you'll see a specific price followed by two small up and down arrows. Simply click these arrows to raise or lower the admission price. This window also shows the number of admissions (how many people have entered your park) and the income generated from admissions.

Admission prices should start out low, especially if you have nothing to offer your guests. If you're challenged with building a park from scratch, set the admission price between \$5 and \$10 while you build the first few rides and attractions. This will get people in the park while generating some badly needed income. Keep increasing the admission price steadily (\$2 to \$5 at a time) as your park grows or whenever your guests comment on the low price.



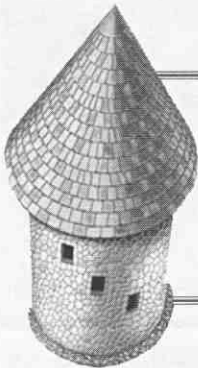
Unfortunately, some scenarios won't allow you to charge admission. For example, in the first two Beginner Parks, you have to generate income through other means since the admission price is locked at free.

CHARGING FOR RIDES

In addition to collecting money for park admission, you can also charge for rides. Each ride comes with its own default price, which can be adjusted by clicking on any constructed ride and accessing its admission price tab—the one with the ticket and coin on it. Like the park Admission Price, click the up and down arrows to raise and lower the fee.

The amount you charge should reflect the overall construction and operational costs of the ride. For instance, a roller coaster costs much more to build and maintain than a Ferris wheel, so charging a higher fee to ride it is justified. You can also get away with charging higher prices on newer rides, but once the novelty has worn off be prepared to drop the price to a more feasible rate.

The quickest way to determine what you should charge for a particular ride is to see how many people are standing in line—this reflects the ride's popularity. To maximize profits, keep raising the fee until guests begin walking away from the line's entrance due to the high price. Then quickly lower it a bit and see if other guests get in line. Keep playing with this until you get your price as high as possible without turning guests away. As rides depreciate and their popularity falls, keep lowering the price.

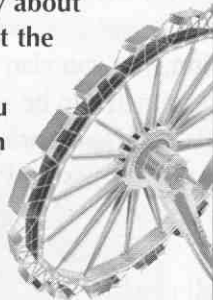


TIP

The entrance to a ride's line (or queue) is where guests determine whether they'll pay for your ride or not. Find out why guests walk away from your ride by clicking on the guests and accessing their "recent thoughts."

NOTE

If you're bringing in enough revenue from other sources, such as park admission fees and concessions, you may not need to worry about charging your guests at the rides as well. Some scenarios won't let you charge fees for rides in the first place, so finding other sources of income is always important.



OTHER INCOME

Initially, the profit margin on food, drinks, and souvenirs isn't great. New guests usually aren't concerned with such items—they're here for the rides! But as your park fills with hungry and thirsty guests, profits generated from shops and stalls will slowly take off. Keep an eye on your guests and try to provide the appropriate shops and stalls based on when their needs first arise. Since most shops and stalls cost about \$50 an hour to operate, there's no sense in opening them before they're needed.

BUILDING UP YOUR PARK

You can finally start building your rides. But what kind? Should you start out with a big roller coaster, or would it be safer to build a few, less expensive thrill rides? Ultimately your decision will be based on your overall objectives and the available means of income.

BIG RIDES OR SMALL RIDES?

Roller coasters are great, but can you really afford them?

If your main source of revenue is park admission, you can probably afford to build a roller coaster in your first month of operation. Building a flagship attraction early in the game instantly gives your park an anchor. Thrill seekers will rush past any other attractions and head right for the closest roller coaster. If the scenario allows you to charge for rides, you can also collect much more money from a roller coaster than you can from a cheaper thrill ride.





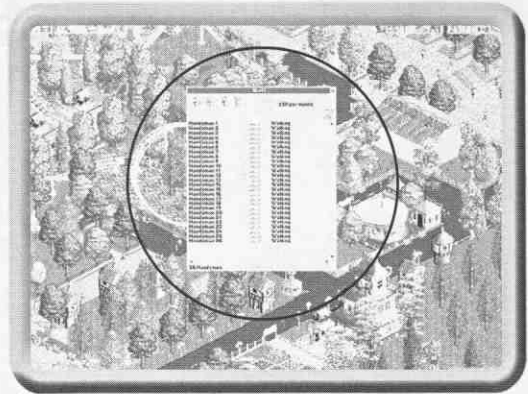
However, the economic downside might overshadow the immediate benefits. Constructing a large roller coaster can cost upwards of \$8,000! Considering you begin most scenarios with \$10,000, that's a good chunk of your budget. Plus you'll have other costs to worry about, such as ride operation, staff wages, and other peripheral costs that aren't readily apparent—especially if you want to build more attractions. It's always possible to increase your loan, but you don't want to get too far in debt early in the game. Recouping the cost of a large coaster takes a long time.

If the scenario limits you to making money solely off of ride fees, you're better off building less expensive rides. For the price of one roller coaster, you can build as many as 15 gentle/thrill rides and still have money left over! Although these rides collect about a third of what you can make off of roller coasters, building several allows you to easily exceed the revenue of a single coaster. Once you make a hefty profit off of your cheap rides, consider building a roller coaster.

STAFF

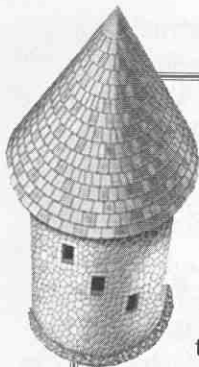
A large park needs plenty of handymen.

As soon as you place your first rides and build the appropriate queues and footpaths, the next thing to do is hire park staff. Hire one or two handymen to keep your park clean, then hire at least one mechanic for ride maintenance and inspections. Security guards and entertainers aren't necessary early in the game, but you'll add them to your staff in the near future. We'll talk about staff and their numerous tasks and responsibilities in Chapter 8.



THEMES AND PARK APPEARANCE

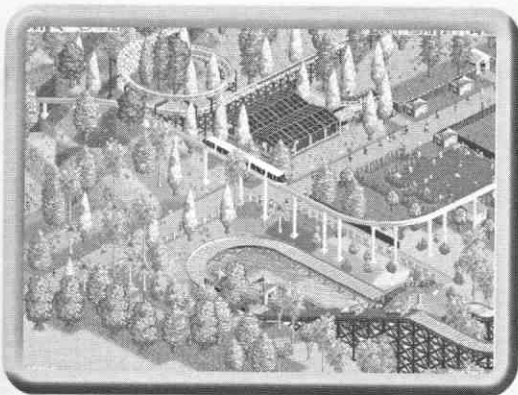
Your park should be humming along pretty well by now. While your guests are enjoying rides and your staff is busy keeping things in order, concentrate on your park's aesthetics. Do you want to incorporate a particular theme? If you don't have a specific theme in mind, click on the button labeled Place Scenery, Gardens, and Other Accessories to get an idea of what's available. Start by placing some gardens near your rides, then line your paths with a few benches, lamps, and litter bins. Beyond the aesthetic value, adding theme objects and gardens increases your park rating.



TIP

You can incorporate themes into your rides too. Click on any ride to bring up the Ride window, then click on Color Scheme Options (the tab with the paintbrush) at the top. Here you can set the appearance of your ride's entrances, exits, and stations as well as change the ride's color. Try clicking on a few different theme options until you find something you like. It doesn't cost anything to change a ride's theme and you can do it while the ride is open for business.

SETTING GOALS

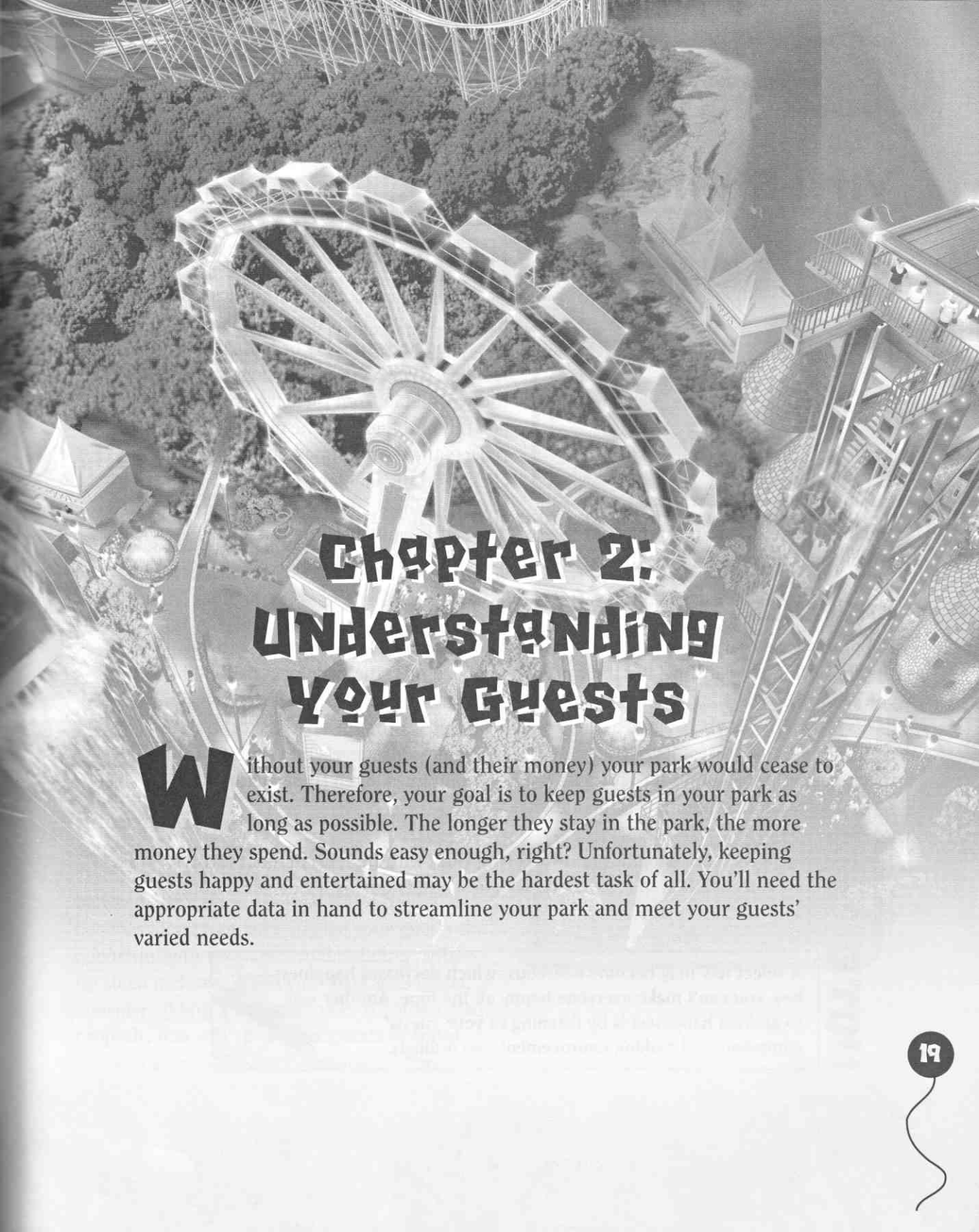


Building a transportation ride (like this monorail) is a good idea for your growing park.

With the preliminary steps out of the way, set some small, attainable goals that will help you achieve your final objectives. For example, if you're trying to reach an attendance level of 1,200 guests within three years, shoot for at least 400 guests by the end of your first year. Here are some more ideas:

- * Challenge yourself to open a set number of rides and attractions every month.
- * Make an effort to pay off your loan before the scenario's objective deadline.
- * Build new gardens and theme objects to increase your park rating.
- * Replace old/unpopular rides with new ones.
- * Build a park-wide transportation system.

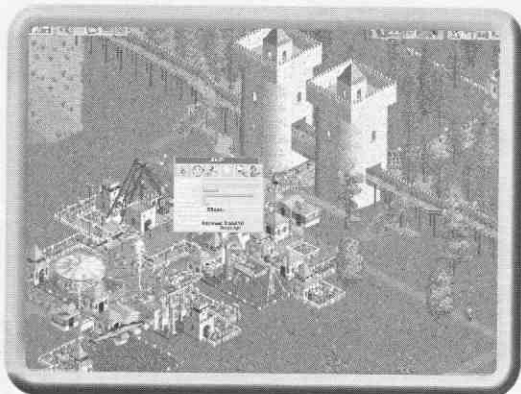
Use your imagination, and always remember that keeping your guests happy is the cornerstone of any successful park. So just how do you keep your guests happy? We'll discuss it in the next chapter.



Chapter 2: UNDERSTANDING YOUR GUESTS

Without your guests (and their money) your park would cease to exist. Therefore, your goal is to keep guests in your park as long as possible. The longer they stay in the park, the more money they spend. Sounds easy enough, right? Unfortunately, keeping guests happy and entertained may be the hardest task of all. You'll need the appropriate data in hand to streamline your park and meet your guests' varied needs.

Vital Statistics



Keep an eye on your guests' stats.

Each guest has six major statistics you need to keep an eye on. View them by clicking on any guest and accessing his or her Guest Information window. Once a guest's window is open click on the second tab from the left—the one with a portrait of the guest. The picture on this tab reflects the overall mood of the guest. Having clicked on the tab, look below at the six status bars: happiness, energy, hunger, thirst, nausea,

and bathroom. You want to max out the first two levels while keeping the other four low. When levels become critical, the bars flash, indicating a need for action.

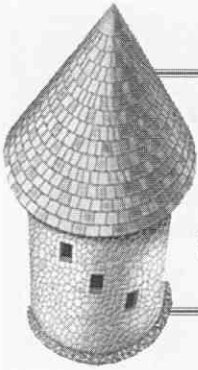
HAPPINESS

Happiness levels vary from guest to guest and depend on their experience with your park. If they're having a great time and their needs have been met, the happiness bar will be full. If you're not doing a good job providing the appropriate rides and facilities, their happiness levels drop. For instance, while a guest remains hungry, thirsty, nauseous, or in need of a bathroom, the happiness level gradually dips. Happiness also levels off if guests feel like they're being ripped off or if they have to wait in long lines. Keep these factors in mind when setting prices and designing ride queues.

The best way to increase happiness is by offering rides with high excitement ratings. To see if your rides are effective, watch a mildly happy guest's stats during a ride. Most guests experience an increase in happiness on any ride.

NOTE

A select few may become nauseous, which decreases happiness—hey, you can't make everyone happy all the time. Another way to address happiness is by listening to your guests' comments and making improvements accordingly.

**TIP**

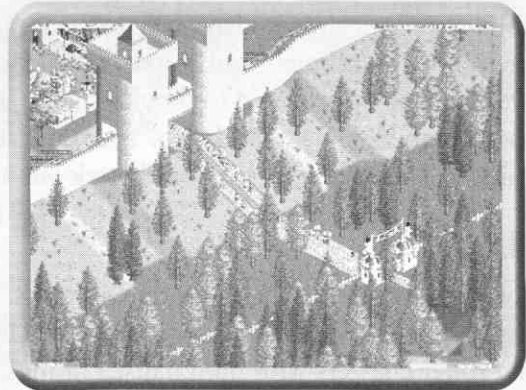
Some guests enter your park happy while others need to be given something to smile about. Monitor new guests as they enter your park and make note of their happiness levels. Check back with the same guests after a few minutes and see how they're doing. If happiness has increased, consider this a pat on the back.

ENERGY

The energy level reflects how tired your guests are. If their energy levels get too low, they head for your park's exit. You don't want that to happen, especially if they still have money in their pockets. While energy levels naturally drop off over time, there are several ways to halt or even reverse this downward trend. Your rides are your first line of defense. Although you won't see the same increase in energy as you do in happiness, riding exciting rides can slightly boost energy levels. Certain foods like cotton candy, candy apples, cookies, and donuts give your guests some extra energy.

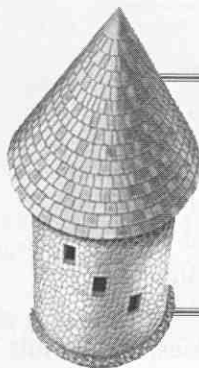
Walking uphill can drain energy levels.

Walking around the park is one of the biggest culprits when it comes to energy loss. The farther a guest has to walk to get from one point to another, the more energy expended. Try to keep your park compact and the distance between attractions minimal. Offer park benches along footpaths to give your guests the opportunity to rest, and avoid building paths up steep inclines. When your park gets larger, consider adding a transport ride. If constructed properly, this will allow your guests to travel across the park without becoming fatigued.



HUNGER

This one's pretty straightforward. Your guests won't be too hungry when they first enter the park, but after taking in a few rides they're going to want something to eat. The game offers a wide selection of food stalls. Simply sprinkle a few of them around the park as your guests' appetites start to increase. Make sure your prices are reasonable, because if they're not, no matter how hungry your guests get, they won't buy overpriced food. Hungry guests mean unhappy guests.



TIP

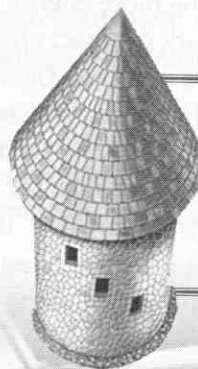
Your guests usually get hungry before they get thirsty. Concentrate on building food stalls at first, but keep in mind that salty foods make your guests thirsty, so be ready with some nearby drink stalls. Offering salty foods (like popcorn) along with drinks is a good money-making strategy.

THIRST

Thirst operates almost identically to hunger but usually climbs a bit slower. The climate and environment are important thirst-related factors. In hot, dry settings, thirst takes precedence over food, so be prepared to provide plenty of drink stalls. If guests get too thirsty, their energy and happiness levels dip. The thirst levels of your nauseous guests also tend to rise quickly. If they've vomited, they'll seek out a drink stall to replenish their fluids.

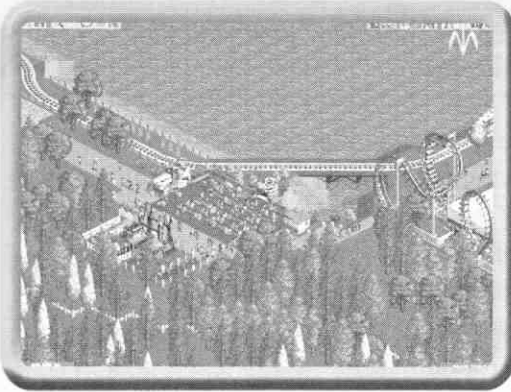
NAUSEA

If your guests are prone to motion sickness, their nausea levels increase. This is usually made worse by thrill rides and roller coasters with high nausea ratings. Each guest has a listed nausea tolerance, but that doesn't necessarily mean it'll be taken into account before boarding a wild ride. Some guests love intense rides even though they get sick on them.



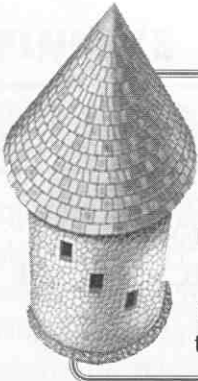
TIP

You can spot nauseous guests by their green faces.



Providing benches is a good way to help out your nauseous guests.

It may sound gross, but the quickest cure for nausea is vomiting. Sure, this leaves a mess on your footpaths, but your handymen will be by to clean it up. If you don't want to deal with the mess and any negative guest reactions, simply build a few benches near the exits of your rides. It'll take longer for guests to recoup, but they're less likely to vomit when sitting down.



TIP

New to *RollerCoaster Tycoon 2* are first aid rooms, specialized structures where guests can quickly recover. Despite their initial cost (\$250), they incur no operational costs, and their services are free for guests, making them a wise choice.

BATHROOM

Even those who don't partake of your park's fine concession stands eventually need a restroom. When a guest visits a restroom, their bathroom level completely drops, then begins to build up again over time. Don't worry, though; simply provide enough restrooms and

you'll be fine. It's even possible to charge for restroom usage, but this lowers the park rating over time. You can charge \$0.50 without too much grumbling.

Financial Information

The Guest Information window also provides a financial summary of spending habits. Once the Guest Information window is open, click on the tab with the gold coin. Here you can see how much money a guest has spent and what it's been spent on. Your main focus should be the Cash in Pocket reading. This shows how much cash the guest has. Your ultimate goal is to drain all their money before he or she leaves. The addition of a cash machine conveniently allows guests to replenish their funds. Happy guests with access to a cash machine will stay in your park longer and spend more money. If it's not already available, research a cash machine before your guests run out of money.



Try to keep guests in your park until they've spent all their dough!

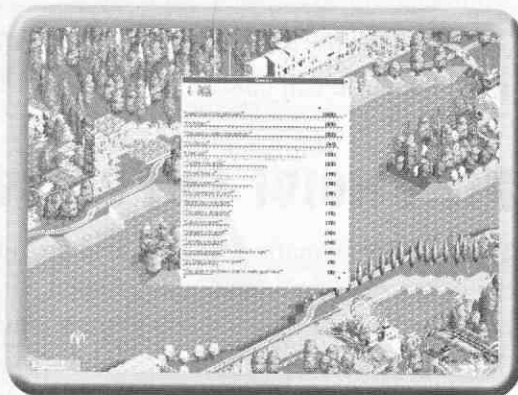
To view any souvenirs or food items your guests are carrying, click on the Show Items Guest Is Carrying tab—the one on the top right in the Guest Information window. There are better ways to judge the sale of your merchandise, but it's always nice to see what your guests are carting around.

Feedback

Your guests have opinions, and they're not afraid to voice them. Even if things are going well, you still want to hear what your customers think. Whether you realize it or not, you're constantly collecting feedback from your guests. There are numerous ways to access this information, but for now simply click on the tab (within the guest's window) labeled Show Guest's Recent Thoughts. You'll see a list of comments on different rides, stalls, and the park in general—hopefully most of them are favorable!

Read guest comments as frequently as possible.

For a more comprehensive report, click on the Guests button in the top right corner of the screen, then click on the second tab and access the pull-down menu. Select Thoughts and you'll find every comment recorded about your park. Each comment is underscored by several faces and followed by a number. This represents how many people have made the same comment, and the comments are sorted accordingly. A frequent comment like "I feel sick" will be at the top. Use





this screen to scout for negative comments or things you can improve upon. If only one guest has had something negative to say, you probably shouldn't worry about it right away. But if several other guests have made the same comment, act soon. For example, if several guests have commented on the disgusting state of your paths, consider hiring some more handymen or adjusting their patrols.

Guest Tools

In addition to reporting your guests' statistics, the guest information window also offers a few tools to help move, locate, name, and track anyone in your park.

PINCERS

Picking up guests is easy, but they're not too crazy about it.

The pincers physically move a guest from one place to another. To access this tool, click on the pincers icon in the Guest Information window. Find a suitable place to move the guest and click again—the released guest will continue on his or her way. Use this tool if a guest gets lost, falls into water, or commits acts that warrant expulsion from the park. Repeated use of the pincers on a single guest results in agitation and unhappiness. If everything goes well, you won't have to use this tool very often.



LOCATING GUESTS

Pardon the cliché, but finding one particular guest out of the hundreds wandering around your park is like finding a needle in a haystack. Fortunately, a couple of tools can help. If you know the guest's name, simply click the Guests button in the top right of the screen. This opens a window with an alphabetical listing of every guest in your park. Scroll away until you find who you're looking for, then click on the name. This opens that person's Guest Information window. If you already have a Guest Information window open and you're trying

to find where that particular guest has gone, simply click on the button with the four red arrows (labeled Locate This on Main View) on the right-hand side of the window. This centers the game's main view on that particular guest.

RENAMING GUESTS



Customize the gaming experience by renaming guests.

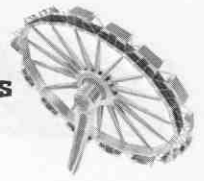
Each guest comes with a default name, but you can change it to anything you want. The Guest Information window has a Name Person button (the one with a tag) on the right-hand side. Simply click this button and type in a new name. The new name then appears across the top of the Guest Information window. Renaming is a good idea if you're trying to keep an eye on certain guests but don't feel like tracking them.

TRACKING GUESTS

Do you ever wonder where your guests go once inside the park? If so, consider tracking a few. To do this, find a random guest entering your park and click on him or her. When the Guest Information window is open, click on the "i" in the bottom right of the window. This allows you to track that guest. Close the window; every time that guest enters/exits a ride, buys something, or uses a facility, you're notified in the message window at the bottom of the screen. Track only a handful of guests at any given time unless you want an overwhelming number of messages to pop up.

Tracking guests allows you to follow them throughout the park without physically watching them every step of the way. This is a good tool to give you an idea of how your paths flow from one ride to another and how long guests are waiting in lines.



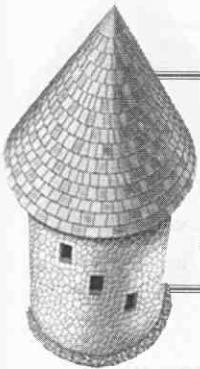


Vandalism

In the world of *RollerCoaster Tycoon 2* your guests are generally good people. But even the nicest guests can turn into hurricanes of destruction if they become agitated enough. Factors like long lines, high prices, and unsatisfactory rides and attractions can result in violent moods.

Vandalism is usually caused by guests who get lost. Unable to find their way out of a certain area, they take their frustrations out on your park's benches, lamps, and litter bins. Addressing your guests' hostile mood before they erupt into violence is the best way to approach this problem.

Hiring security guards is one way to discourage vandalism.



TIP

Watch out for guests who get red in the face—they're angry and prone to commit acts of vandalism.



You can prevent most acts of vandalism through careful park design and by paying close attention to your guests' moods. If a guest gets lost you'll be notified in the message window. Simply use the pincers to move that person to a more centralized location, then consider closing off or redesigning the area where the guest became lost to prevent future episodes. Hiring security guards is another option to stem the rise of vandalism before it occurs. Security guards dissuade vandalism by their mere presence, so keep them on routine patrols.

Despite all your efforts, vandalism occurs. Just be prepared to deal with it. Make regular visual sweeps of your footpaths while looking for broken benches, bent lamps, and turned-over trash cans. When you spot destroyed objects, immediately remove or replace them. Other guests who spot vandalism will form negative opinions of your park's management, and your park rating may suffer.

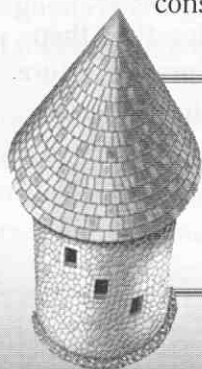
Deaths

As you can imagine, deaths that occur in your park aren't good for business. Deaths are usually followed by a dip in park rating and a drop in attendance. Do everything possible to ensure your park and its rides are safe. There are two ways guests can die: ride malfunctions/accidents and drownings. While ride accidents and malfunctions can be minimized at best, drowning incidents are totally preventable.

DROWNING

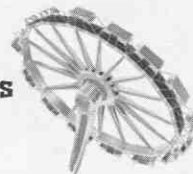
Guests won't enter bodies of water on their own. Accidental drownings only occur when you're constructing footpaths while guests are present. For example, let's say you're constructing a bridge over a lake or pond and you happen to delete a section while a guest is standing on it. The footpath section disappears and the guest falls into the water below. As it turns out, your guests aren't very good swimmers, but they'll tread water for a few seconds. This gives you enough time to use the pincers and pull them to safety. If you're not quick enough, they'll drown.

Since guests will wander wherever you lay down a footpath, it's best to isolate areas under construction. Do this by removing any footpaths connecting your functioning park and the construction zone. This keeps guests out of the area and eliminates all chances of accidental drownings.

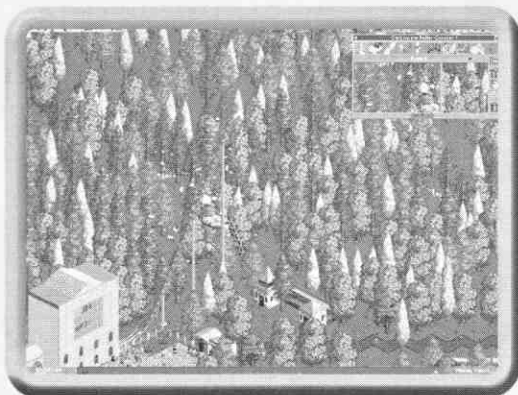


TIP

The pincers can also be used to place guests in the water.

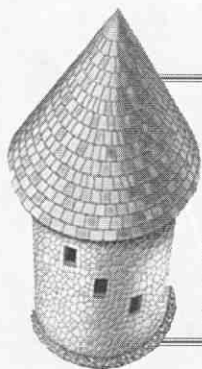


RIDE MALFUNCTIONS AND CRASHES



Fatal crashes are most common on older coasters.

The best way to avoid ride malfunctions is through proper design, testing, and frequent inspections by your park's staff of mechanics. One of the most common malfunctions is brake failure as the train rolls into the station, often crashing into another train. While such accidents can be prevented, they can't be totally avoided.

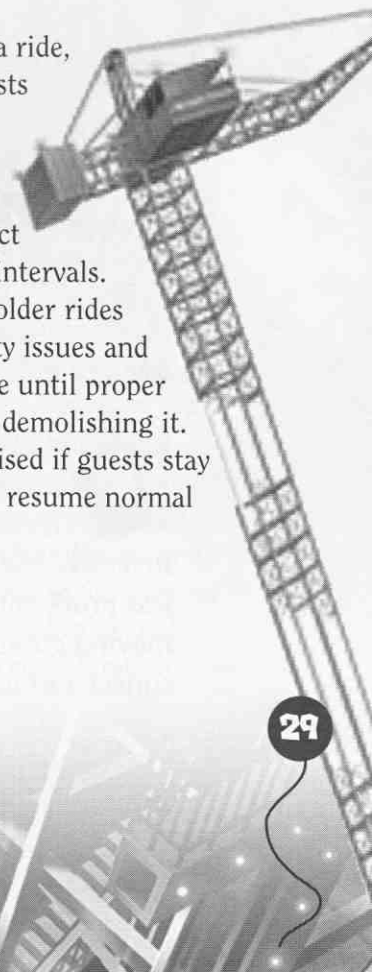


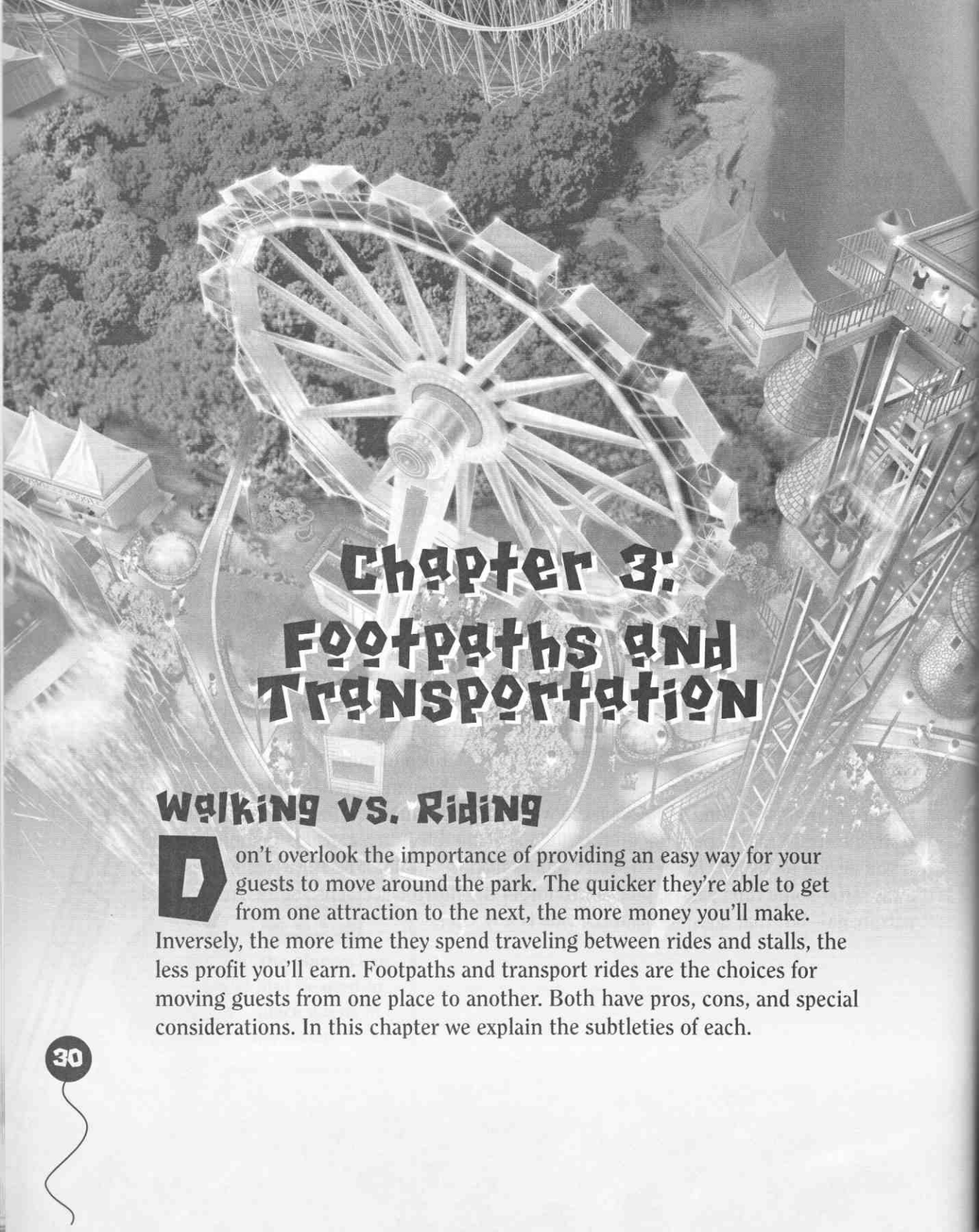
TIP

Roller coasters with powered launch modes should be tested thoroughly before you allow guests to ride. Remember, any changes made to the length of the train affect its velocity.

After constructing a ride, always run a few tests before opening for business. Once you open, assign mechanics to inspect the ride at regular intervals. Keep in mind that older rides have more reliability issues and

require more inspections. If you're faced with a crash, shut down the ride until proper testing can resume. Depending on the ride's age and reliability, consider demolishing it. If you decide to keep it, lower the price and reopen it, but don't be surprised if guests stay away. After some time passes, guests will forget the horrific accident and resume normal patronage—but that doesn't mean the ride is any safer.





Chapter 3: Footpaths and Transportation

Walking vs. Riding

Don't overlook the importance of providing an easy way for your guests to move around the park. The quicker they're able to get from one attraction to the next, the more money you'll make.

Inversely, the more time they spend traveling between rides and stalls, the less profit you'll earn. Footpaths and transport rides are the choices for moving guests from one place to another. Both have pros, cons, and special considerations. In this chapter we explain the subtleties of each.



Footpaths

When guests first enter your park, they step onto your footpath system. Where they go from there is entirely up to you. Since guests walk only where you place a footpath, this gives you a significant amount of control. Understanding how footpaths work makes designing your park much easier, and your guests will thank you for it.

This may sound blatantly obvious, but footpaths should always lead somewhere. Even if you have beautiful scenery to show off, don't sidetrack your guests—they aren't here for a nature hike, and even if they were, you can't make money off of it. Your footpaths are simply a way to get from one attraction to another. That doesn't mean your paths can't be decorative or visually appealing, but stay focused on their primary function.

Avoid constructing long paths and do your best to limit dead ends. Guests who reach dead ends are forced to backtrack, which may make them feel lost. As we discussed in the last chapter, lost guests are more likely to commit vandalism. If you're faced with a dead end, use your imagination and try to expeditiously connect it to one of your park's main thoroughfares.

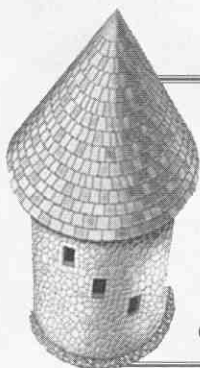
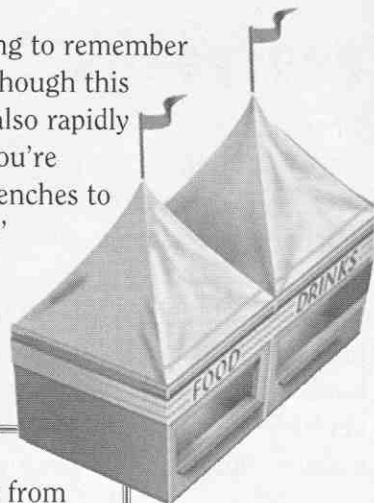


Compact park design makes path construction easier and more direct.

RollerCoaster Tycoon 2 allows you to build wide footpaths and large areas of solid pavement. While it may look nice, for the most part you don't need such elements. Your park can function just fine with footpaths the width of a single block. However, as your park gets busier, consider widening certain high traffic areas by adding a single parallel path along the existing one. For aesthetic and functional value, paths

near your park's entrance are good candidates for widening. Take this into consideration when building your park and allow flexibility in the design.

Excessive walking decreases your guests' energy levels, something to remember when designing your paths. Try to keep paths short and direct, though this depends on the spacing of your rides and attractions. Climbing also rapidly reduces energy levels, so avoid building paths up large hills. If you're forced to build a path up a hill, offer occasional flat areas with benches to give your guests an opportunity to rest. Investing in your guests' energy levels will keep them in the park longer.



TIP

Occasionally you'll want to prohibit your guests from accessing certain areas of your park. Instead of tearing up tons of footpaths, simply remove one or two until an area is effectively isolated. If guests still roam around the isolated area, use the pincers to move them elsewhere.

FOOTPATH TYPES

The road footpath type includes all the appropriate lines.

There are eight footpath materials to choose from. Although their costs (\$12 per tile) and functions are the same, the variations offer aesthetic appeal. While you may want to keep the same type of footpaths throughout your park for consistency, consider changing styles to complement the themes of nearby rides. Here's a rundown of what's available:





- * Ash: Black path
- * Brown Tarmac: Brown pavement
- * Crazy Paving: Brown/tan interlocking stones
- * Dirt: Compressed brown dirt
- * Green Tarmac: Green pavement
- * Road: Resembles a gray road (with appropriate lines) when built two tiles wide
- * Space Style: Red path with stylized futuristic hand railings
- * Tarmac: Standard gray pavement

ELEVATED FOOTPATHS

NOTE

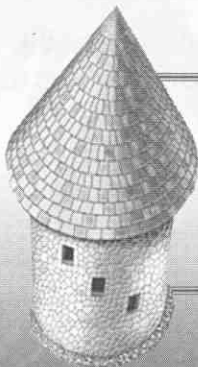
You can change between imperial and metric measurements in the game's Options window.



Is something in your way? If so, consider building over the impeding object with an elevated footpath. Although they cost more (\$22) due to the added expense of supports and hand railings, the benefits are well worth the extra dough. Elevated paths climb at a rate of five feet per block. You need a total clearance of at least 10 feet over most

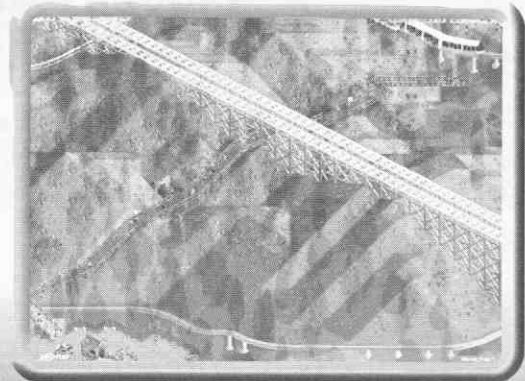
objects, such as roller coaster tracks and other footpaths. For example, if the elevation of the object you want to rise over is 30 feet, your elevated path must be at least 40 feet high before you can cross over the same block. As with hills, avoid steep inclines that can exhaust your guests. Make ascents as gradual as possible with plenty of flat areas and benches between uphill stretches.

Elevated footpaths can harness difficult terrain.



TIP

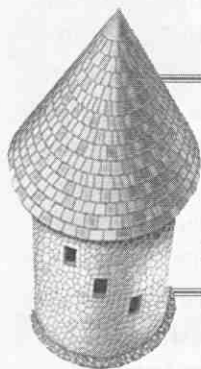
Press **O** to turn on your footpath's elevation markers.



TUNNELING

Your park's natural terrain can introduce some problems for footpath design. Fortunately, the ability to tunnel through challenging obstacles makes things a little easier. If you don't feel like building over a hill, simply tunnel through it.

Tunneling is an extremely valuable tool for imposing your design onto (or into) any landscape. However, it's not very easy, and it most certainly isn't cheap. Compared to the relatively cheap \$12 price of a regular footpath tile, paying \$32 for a single tunnel segment may seem outlandish at first. But if used properly, tunneling provides a much more direct route and could save you money in the long run. Plus, level footpaths help preserve the energy of your guests.



TIP

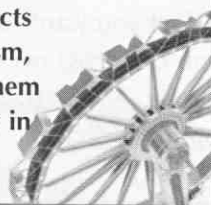
Switch to the underground view by pressing **1**.

FOOTPATH ADDITIONS

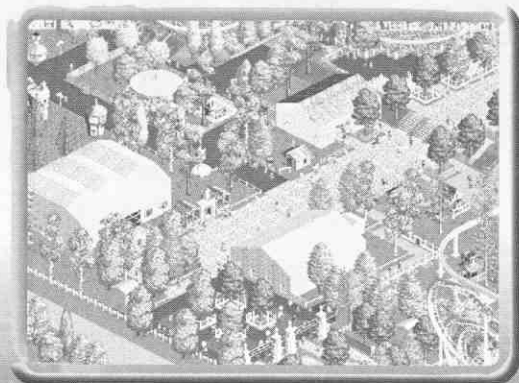
It's possible to line your footpaths with all sorts of neat objects, but let's stick to the basics for now: benches, lamps, and litter bins.

NOTE

All three of these objects are subject to vandalism, so keep your eye on them to make sure they stay in good shape.



BENCHES



Benches are a must for all footpaths.

At only \$5 a click, benches provide some of the best value for your park. Each bench seats up to two guests at a time and is great for those looking to relax, enjoy some of your park's fine food, or even settle their stomach if they're feeling queasy. To get the most for your money,



place benches on pathways a single block wide—this way you get two benches (one on each side of the path facing each other) for \$5. Placing benches in areas with wide paths gives you a single bench for the same \$5 price. This is because benches can be placed only on the edge of a footpath. The same rule applies to lamps and litter bins.

LITTER BINS

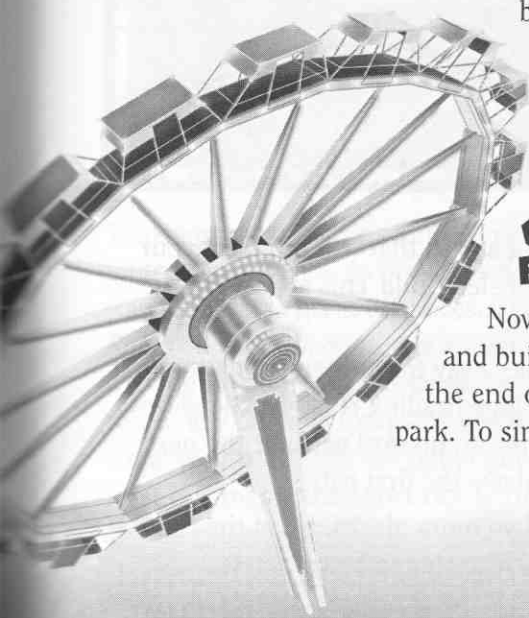
Litter bins keep your paths from being inundated with garbage. If they're provided, guests will deposit their refuse in trash cans instead of dropping it on the ground. Always place them near food and drink stalls or wherever guests congregate to eat. Follow up with handymen and make sure they're instructed to empty garbage cans. Otherwise the bins will get stuffed and create an even bigger mess, which your always-observant guests will quickly point out. Placing litter bins costs only \$3 a pop, so scatter them liberally throughout your park.

LAMPS

Since the sun never really sets on your park, lamps are more decorative than functional. However, they positively affect your park rating as guests notice your upscale approach to park design. Try placing lamps evenly along busy paths. Like benches, they cost \$5 every time you click away, so don't go overboard. Experiment with the different types of lamps provided in the various theme sets. For example, the pirate theme section offers a different lamp style for \$6.

OVER AND THROUGH: A FOOTPATH TUTORIAL

Now that you have an idea of how footpaths work, let's go out and build one. Bridges and tunnels can be a little tricky, but by the end of this tutorial you'll have no problem adding them to your park. To simplify things we use the Scenario Editor for this tutorial.



1. From the game's main menu click on the Game Tools button and select Scenario Editor from the drop-down menu.
2. Once inside the editor, click the button on the bottom left labeled Forward to Next Step: Landscape Editor.
3. Now that you can see the map, click on the button in the top right labeled Build Footpaths and Queue Lines. This opens the footpath menu.
4. Under the heading Type, click on the footpath image and hold the button down until you've selected the material of your choice. It doesn't really matter what you choose. You can now begin creating a footpath.
5. Move the mouse into the map window and click anywhere. This fills one block with a footpath. Continue clicking in a straight line until you have a straight path eight blocks long. That was easy enough, right?

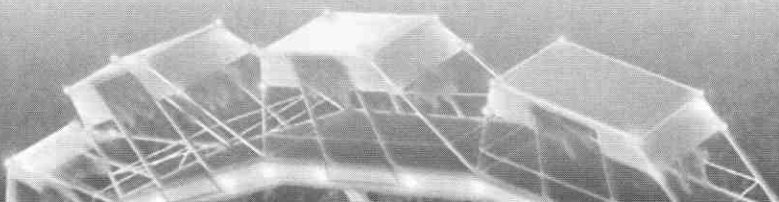
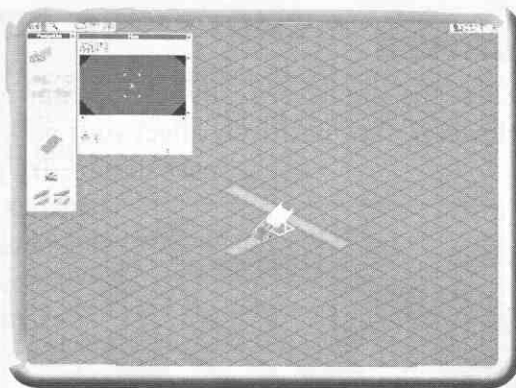
Step 6: Build a bridge over your first footpath.

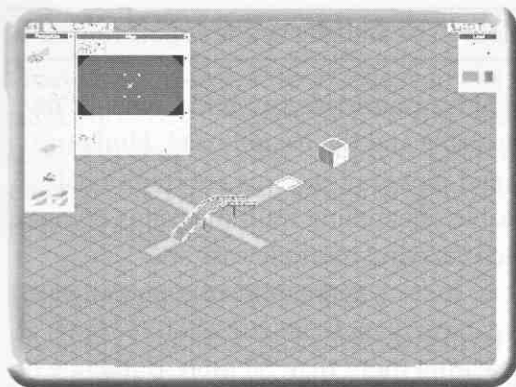
6. Now we'll build an elevated footpath. Begin by clicking on the button in the bottom right of the Footpath window labeled Construct Bridge or Tunnel Footpath. As you move the mouse back into the mouse window you'll see that the cursor has changed, highlighting a block with a little yellow arrow in the center. The arrow signifies which direction you'll begin building.

Move the cursor to a point where you can begin constructing a path that will intersect your previous one. Once you click on the ground, a new button labeled Build This appears in the Footpath window—click on it. This places your first footpath.

7. Keep clicking the Build This button until you're two blocks away from intersecting the first path. Now look up in the Footpath window, and under the Slope heading click the Slope Up button. This creates a set of stairs for the next block. Continue an upward path for the next two blocks and then select Level as your path hovers right above the first path.

8. Now begin the descent. Select Slope Down and build for two more blocks. Level the path out again as you reach the ground on the other side. Your bridge should be complete.



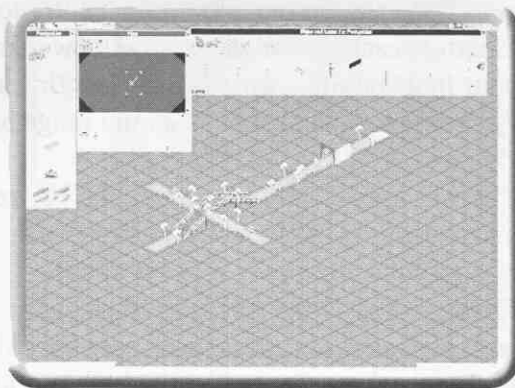


Step 9: Raise a block of land to tunnel through.

9. For the tunnel portion, we need to raise some land to tunnel through. Click the button with the shovel on it at the top of the screen. Now, move the mouse over the map screen until a block just ahead of your current path is completely highlighted in white. While holding the left mouse button down, gently drag upward until you raise the block two full levels. The end result should look like a perfect cube sticking out of the ground.

10. Move back to the Footpath window and continue building straight toward and through the cube of raised earth. There's your tunnel! For finishing touches place some benches, litter bins, and lamps along your two paths.

Step 10: Add some benches, litter bins, and lamps to complete your paths.



Transport Rides

Transport rides aren't meant to replace footpaths, but they do provide a quick and easy way to traverse great distances. The maps in *RollerCoaster Tycoon 2* are bigger than ever, making for some very large parks. If you had to rely solely on your footpaths you'd end up with some very tired (and unhappy) guests. Build at least one major transport ride with every park.



Monorails are fast and efficient transport rides.

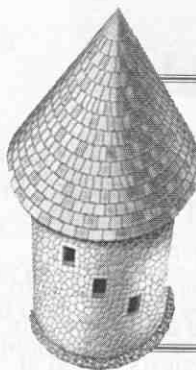
The type of transport ride you build depends on what's available and the overall need. Miniature railways and monorail systems are traditional rides capable of handling multiple trains on one track, each carrying multiple cars and passengers. Indeed, a streamlined monorail with five cars can carry up to 50 guests (10 per car) at speeds reaching more than 30 mph. Build one of these for their versatility and high speeds. There

are other choices, too. The river rafts, for instance, look like a regular water ride, but by adding multiple stations can be made into a transport ride.

STATIONS

Stations are where your guests arrive and depart. You can build four stations per transport ride. Each station requires its own entrance and exit as well as the appropriate queues. The length of each station determines how many vehicles you can manage. When constructing your first station, remember the length you chose and match it on any remaining stations. For starters, a good station should range between six and eight blocks in length.

Plan out the location of each station before you start building. In fact, sometimes it's best to build all of your stations and then fill in the rest of the ride with track. As with footpaths, your transport rides should lead somewhere. Try to identify high traffic areas and plan on building stations nearby. If your big roller coasters are in the back of the park, place a station there. Whatever you do, don't locate stations in remote, undeveloped areas of the park. Always make sure your guests have something to do at the destination when they arrive.



TIP

Build your stations near the park's biggest attractions. That way guests exiting the transport ride constantly funnel onto your most popular (and lucrative) rides.



CONSTRUCTION

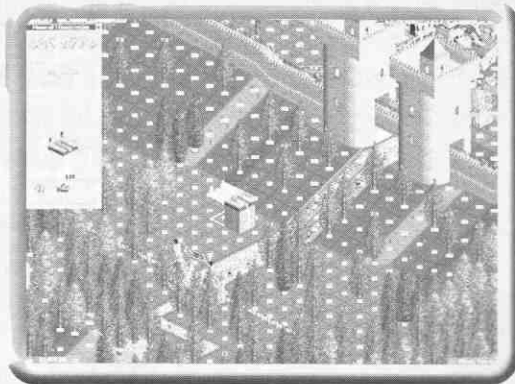
Chances are your transport ride won't be the first ride in your park. It's best to build these rides once they're needed, which can make the construction process a little tough. By this time your park is full of footpaths and other rides. At first it might not look like there's enough room for a cumbersome transport system. However, there are a couple of solutions to this problem.

ELEVATED RIDES

If you're building a transport ride with tracks, the easiest and least costly solution is to build an elevated ride. This way your track is up and out of the way, and the construction process won't interfere with the guests below. You also won't have to worry about removing footpaths or anything else that might get in your way on the ground. So what's the best height for one of these rides? You must clear your footpaths and ride queues by at least 10 feet. To be safe, set your track height at about 15 or 20 feet over the average footpath height.

To set the height of your track, raise a piece of land to place your first station on.

Start by raising a piece of land to the target height of your ride's track. Once you have a block of land raised to the appropriate elevation, place your first station element on top of it. You can now build in either direction without changing the slope of the track. Tracked transport rides operate best when they don't have to climb steep inclines. If the track is properly laid out, you shouldn't have to worry about changing the ride's slope. To keep speed at a maximum, build long straight pieces of track while minimizing sharp turns.



THE SUBWAY SOLUTION

Yes, that's right; when all else fails, you can build your whole transport system underground. Before you start digging, beef up on the facts. Building a transport ride entirely underground is complicated and costly. Due to the difficulty of aligning objects in the underground view,

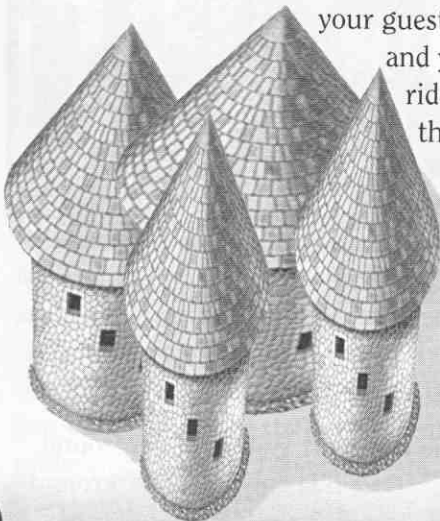
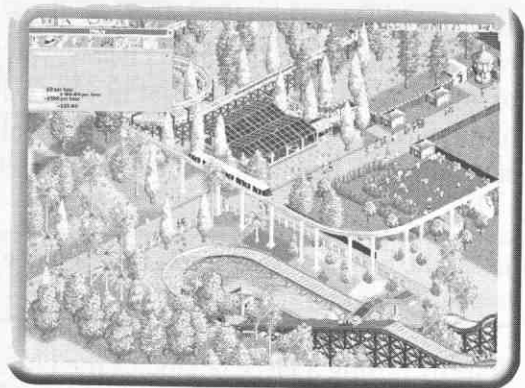
there will be plenty of expensive guess-and-check work. Although you can build your stations, entrances, and exits underground too, consider placing them on the surface to make things easier—aligning a subterranean queue with an underground ride entrance is difficult and frustrating. If you decide a subway is the choice for your park, follow the same general guidelines used in other transport rides—most importantly, keep your track segments long and straight.

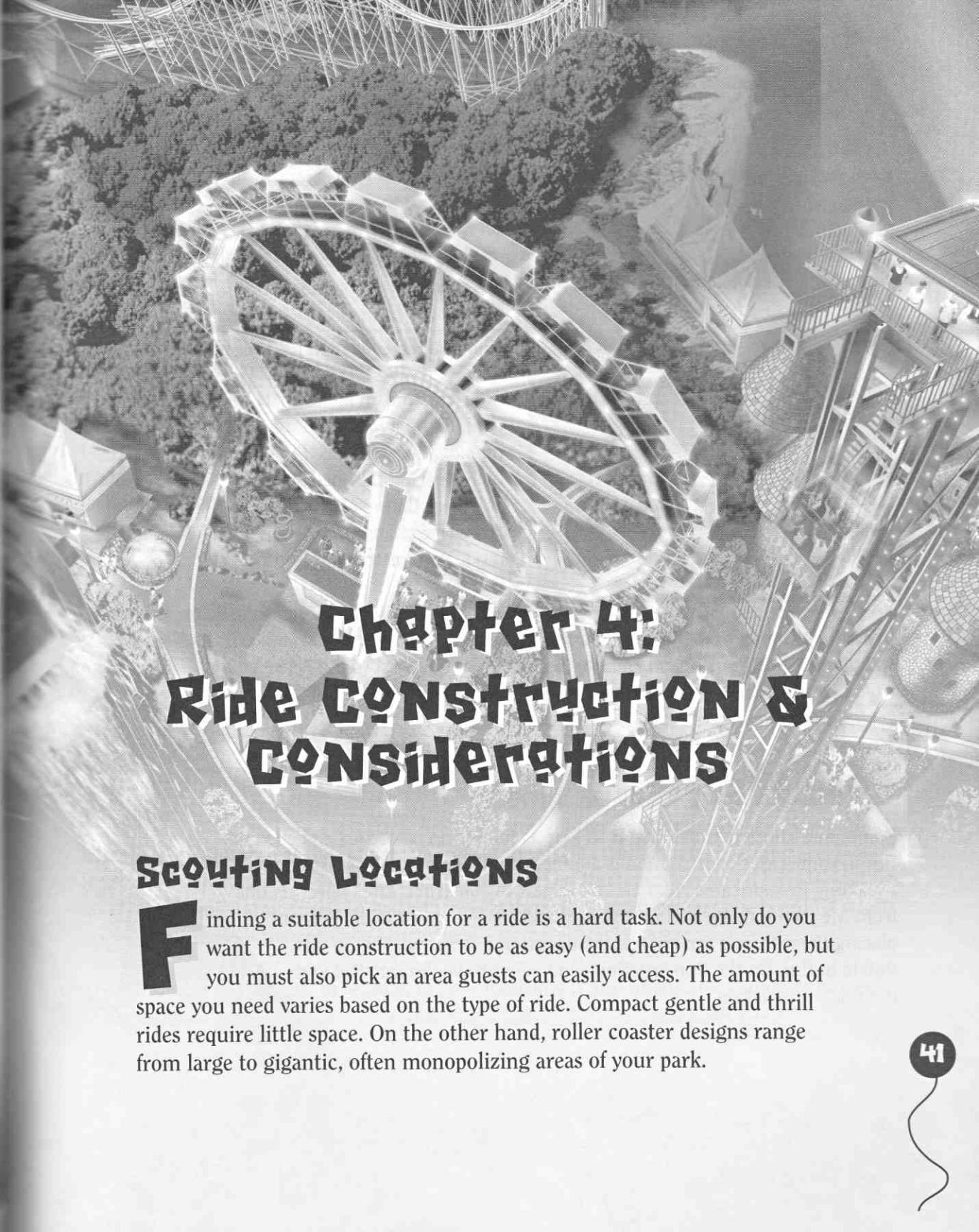
COST EFFECTIVENESS?

Making your transport rides free is one way to ensure guests use them.

Even if you decide to charge for your transport rides, the profit margin won't be great. Their extremely low intensity ratings make them a hard sell for guests who'd rather spend their money on roller coasters, thrill rides, and junk food. Therefore, consider providing transport rides free of charge. Think of it as investing in your guests' longevity

and your park's attendance retention. By simply providing a free ride, you'll gain the appreciation of your guests while giving them a quick way to get across your park without expending any energy. As we discussed in the previous chapter, guests who have higher energy ratings will stay in your park longer and spend money longer. Anything you lose on the transport ride's operation, you should gain back in the form of extended patronage.





Chapter 4: Ride CONSTRUCTION & CONSIDERATIONS

Scouting Locations

Finding a suitable location for a ride is a hard task. Not only do you want the ride construction to be as easy (and cheap) as possible, but you must also pick an area guests can easily access. The amount of space you need varies based on the type of ride. Compact gentle and thrill rides require little space. On the other hand, roller coaster designs range from large to gigantic, often monopolizing areas of your park.

Keep your rides close together. This minimizes the distance guests (and your staff members) have to walk. Plus, placing rides in close proximity helps increase business. For example, placing a gentle ride next to a roller coaster can increase the roller coaster's business, because guests who would normally turn away in fear at the sight of your coaster might build up courage and decide it doesn't look so scary.



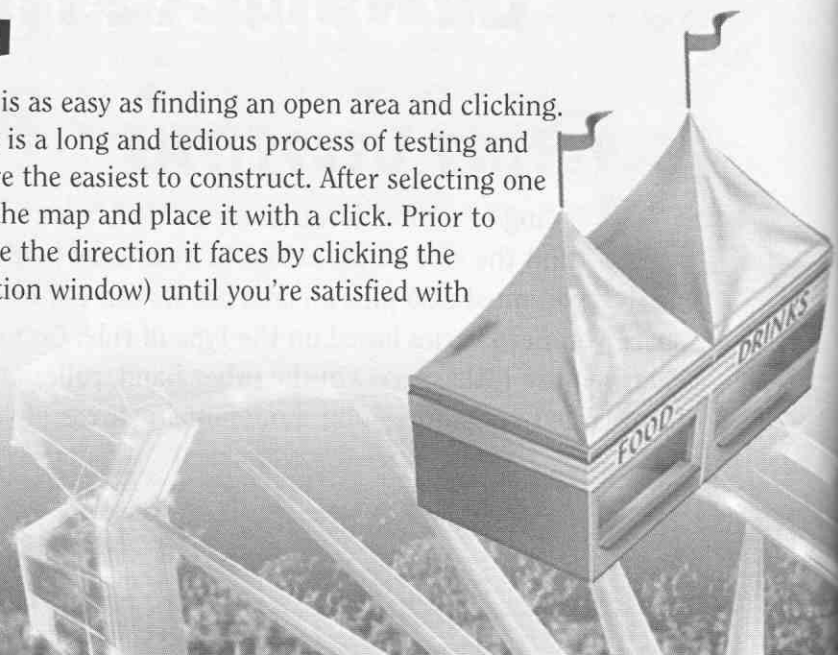
Find a suitable location for your next ride.

After you find an appropriate area, survey the land. Estimate the amount of terrain modifications you need to place your ride. This includes land that needs to be added or removed and trees that may get in the way. Each landscape change costs money, so keep modifications to a minimum.

The footprint of your ride isn't the only concern. In addition to space for the ride, you need two blocks for its entrance and exit. Plus, where are you going to put your queue and how will it tie into the rest of the park? This depends on where your new ride is in relation to the rest of your park's attractions and footpaths. Keep your ride's entrances and exits near existing footpaths.

CONSTRUCTION

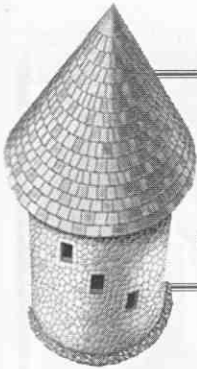
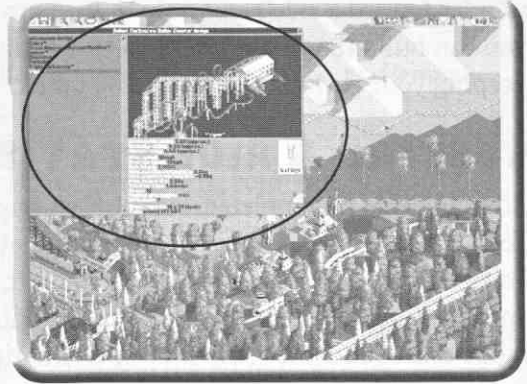
Sometimes constructing a ride is as easy as finding an open area and clicking. But in some cases construction is a long and tedious process of testing and tweaking. Prefabricated rides are the easiest to construct. After selecting one from the menu, find a spot on the map and place it with a click. Prior to placing the ride, you can change the direction it faces by clicking the Rotate button (in the Construction window) until you're satisfied with the ride's orientation.





Prefabricated rides make construction a piece of cake.

Rides with customizable layouts (such as roller coasters and transport rides) require you to individually place each piece of track. This includes everything, from stations to important track elements like brakes. Even then, there's no guarantee the ride will function properly after you think you're finished. If you're a novice, stick to prefabricated rides until you get a handle on more advanced construction techniques. We'll discuss roller coaster construction in detail later on.



TIP

Build ride entrances and exits on opposite sides of a ride's station. This decreases the ride's load time.

ENTRANCES & EXITS

The last step of construction involves placing your ride's entrance and exit. Correct placement of these elements increases the efficiency of boarding and disembarking. This is most important on any rides with stations. Place your entrances and exits on opposite sides of a ride's station. Overall load time then decreases, resulting in a shorter wait for guests standing in line.

Disembarking guests exit the ride on one side of the station while guests boarding access it from the other side. If you place the entrance and exit on the same side, you'll have to wait for all of the disembarking guests to make their way through the exit before your boarding guests are allowed through the entrance's turnstiles.

The placement of your exit in relation to your footpaths is also important. You must link exits to footpaths or guests can't leave the ride. Build a small path to the nearest footpath. Keep these exiting paths short. Because they're normal footpaths, curious (or clueless) guests will

wander toward a ride's exit only to turn around and head the other way. Place your ride so you can build the exit adjacent to an existing footpath. This eliminates confusion while keeping your paths streamlined and direct.

TESTING & RIDE STATISTICS

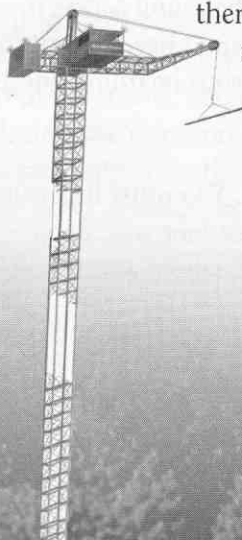
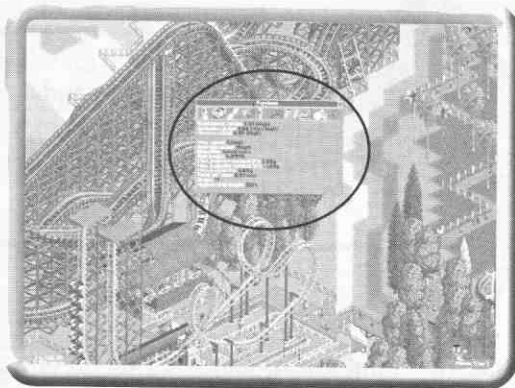
After any ride is completed, run at least one test to ensure the ride is properly functioning. Testing also provides valuable ride data that helps you determine how popular the ride will be. To run a test on a ride, click and hold on the red flag in the Ride window. A drop-down menu appears. Click on the word Test. This initiates the ride's test mode. The ride continues in test mode until you either stop it or open the ride for business.

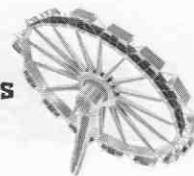
Completing one circuit is enough to provide you with the ride's data. During testing, guests can't access the ride's queue, and if you test a ride after guests are standing in line, they immediately file out of the queue as if the ride were closed. So limit ride testing to its initial construction phase.

Always test new coasters.

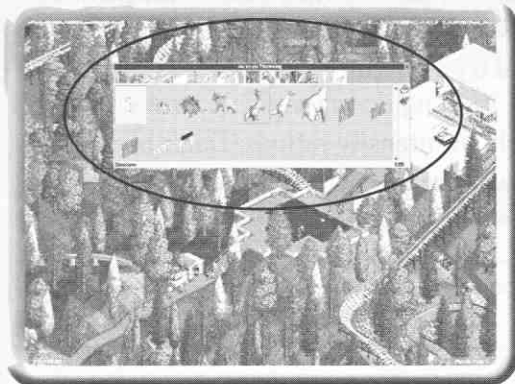
Testing produces interesting ride data. You access this info by clicking on the tab with the stopwatch in the Ride window. While all the statistics are important, the three most important numbers are the ride's excitement, intensity, and nausea ratings. These numbers take into account the test results and organize them into three comprehensive

ratings. To make the numbers easier to decipher, they are followed by more readily understood labels such as low, medium, and high.





EXCITEMENT RATING



Add theme objects to increase the excitement rating.

This rating reflects how your ride looks to the guests. The more interesting elements you add, the higher the rating climbs. For example, adding multiple theme objects, tunneling sections, and surrounding water raise excitement ratings. You'll reach a point where the excitement rating levels off. This also depends on the type of ride you're trying to enhance—a

Ferris wheel will never match the excitement of a roller coaster. Here are some average excitement rating levels from different types of rides:

Transport Rides: Low

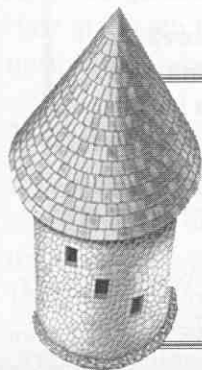
Gentle Rides: Low

Thrill Rides: Low-medium

Water Rides: Low-high

Roller Coasters: Medium-high

INTENSITY RATING



TIP

Rides with an extreme intensity rating (10 or higher) will suffer from a lack of riders. Go back to the drawing board and make the ride more tolerable.

The intensity rating takes into account physical elements—speed, number of drops, inversions; and maximum positive, negative, and lateral G's exerted. Balancing intensity ratings is tricky. If rides aren't intense enough, guests will pass by in search of something more thrilling. But if they're too intense, nobody will ride them. To complicate things, each guest has a

preferred intensity rating, and they differ tremendously. While some guests are willing to tolerate a degree of physical discomfort in the interest of intense thrills, others wimp out at the sight of your twisted concoctions. But just because a guest has a preferred intensity rating of 2 doesn't mean he or she won't be adventurous and try something higher.

Shoot down the middle and offer rides with medium-high intensity ratings. Don't be too worried if some folks turn away—as long as your queues are full you're doing ok. Here are some sample intensity ratings:

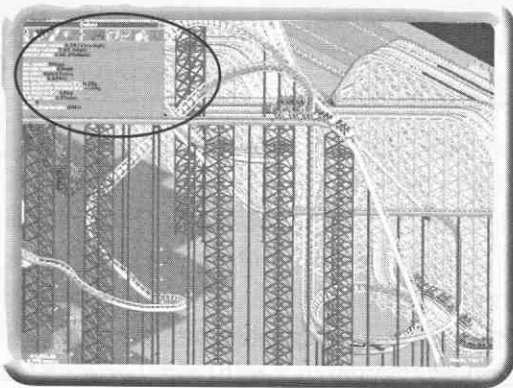
Transport Rides: Low

Gentle Rides: Low

Thrill Rides: Low-medium

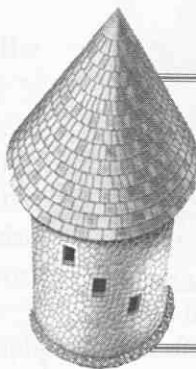
Water Rides: Low

Roller Coasters: Medium-very high



Roller coasters have the highest intensity ratings.

NAUSEA RATING



TIP

All guests have a predetermined nausea tolerance. This won't affect their willingness to try intense rides, but it will affect their levels of nausea after a ride.

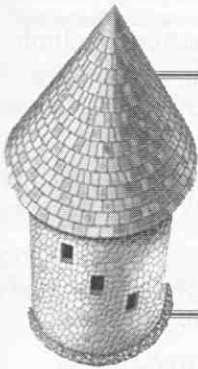
A ride with a high intensity rating has a high nausea rating. This refers to how a guest feels after the ride is over. As we discussed in the last chapter, nauseous guests turn green in the face and often vomit on your footpaths. Queasy guests also won't spend money until they start feeling better. For that reason alone, keep nausea ratings low. Due to their stomach-churning nature, roller coasters and thrill rides are the biggest culprits. Expect these kind of nausea ratings:



Transport Rides: Low
 Gentle Rides: Low
 Thrill Rides: Low-high
 Water Rides: Low
 Roller Coasters: Medium-very high

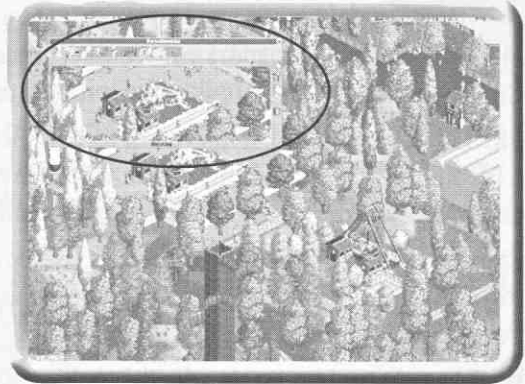
Tweaking & Customization

The Ride window offers several customization options.



TIP

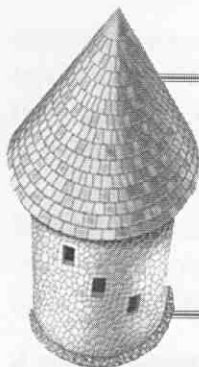
You access a ride's window by clicking on any portion of a completed ride.



After you build and test your ride, you can make more adjustments. Browse the tabs lining the top of each ride's window for customization options. Experiment with the various settings until you're satisfied.

VEHICLE DETAILS & OPTIONS

This option is available for tracked rides such as coasters, transport rides, and water rides. You can adjust the type of cars, the number of trains, and the length of each train. You can only change these settings when the ride is closed, so make these adjustments before you open for business. The number of trains and cars available for your ride depends on the length of the station—the longer the station, the more cars and trains. Also, using fewer cars per train results in more trains being available. For example, instead of having one long train with several cars, use more trains with fewer cars. This keeps your queues moving at a consistent pace. Changing any elements here can change the ride's performance, so run new tests when you're done tinkering.



TIP

Changing a ride's cars or train length affects the overall performance and statistics. Run new tests when making any changes to your rides—especially roller coasters.

OPERATING OPTIONS

This window offers numerous options to customize a ride's operation. The options vary from ride to ride, but here's a list of the more common ones:

Mode: Found on transport rides and roller coasters, this refers the ride's operating mode. Continuous circuit mode is the most common option.

Lift Hill Chain Speed: This refers to the speed at which you want your roller coasters to climb a lift hill. Use the small up and down arrow buttons to increase and decrease the speed of the chain, which increases or decreases the roller coaster's speed.

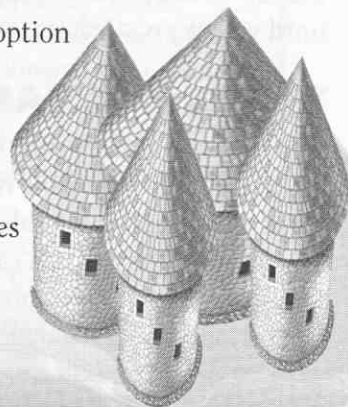
Launch Speed: Some roller coasters use powerful launch devices to propel the coaster through its routine. As with the chain speed, use the arrow buttons to adjust this setting. Perform tests after changing this value.

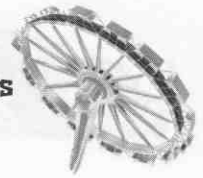
Wait For: Found on every ride, this option allows you to choose how full a ride is before it starts or leaves a station. Options range from Any Load to Full Load. This controls the flow of your lines.

Leave if Another Train Arrives at Station: As it says, this option allows you to force any waiting train (regardless of how many passengers are on board) to leave a station whenever another train arrives behind it. This option is exclusive to transport rides.

Minimum and Maximum Waiting Time: Available on all rides, this option sets the minimum and maximum number of seconds a ride must remain idle before starting again. This gives you precise control of how often a ride operates.

Synchronize with Adjacent Stations: Whenever you place two stations near each other (regardless of ride type) this option becomes available. However, it makes sense to check the box only if you're using roller coasters with dueling tracks.





MAINTENANCE

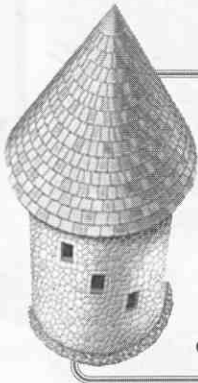


To keep rides safe and functional, perform frequent inspections.

The Maintenance tab allows you to view a ride's reliability and adjust how frequently inspections occur. The Reliability bar at the top accurately reads how much you can depend on a particular ride. Below that is the Down Time bar, which reports how often the ride breaks down. The most important option in this window is the Inspection drop-down menu. This adjusts how often your park's mechanics

run inspections. The more you inspect a ride, the less likely it will break down. Older rides require more frequent inspections than newer ones, so make adjustments for your aging rides.

The window reports the last time the ride was inspected and the cause of the last malfunction. This may not seem essential, but by comparing the last time the ride was inspected and your preset inspection intervals, you can determine whether your mechanics are keeping up with their work. If they're falling behind, hire more mechanics or adjust their patrols.



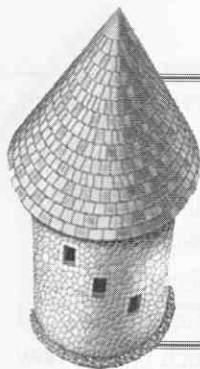
TIP

Frequent inspections on all rides is a good idea in theory, but you'd need to hire an army of mechanics to do this! Instead, focus your frequent inspections on roller coasters. When other rides break down, you can deal with it; roller coaster malfunctions cause catastrophes.

RIDE MALFUNCTIONS

Most of the time ride malfunctions are simple affairs causing your ride to shut down. The message window flashes notification of malfunctions. If you've hired mechanics, chances are

they're on the way; if you haven't, do so. Broken-down rides usually leave guests stranded in cars, sometimes in precarious positions. The sooner your mechanic gets to the ride, the sooner your ride resumes functioning.



TIP

Assign your mechanics patrol paths, making each responsible for a set number of rides. Mechanics gain entry through a ride's exit, so make sure your patrols cover these access points.

your mechanics get things working. If gentle or thrill rides give you problems, it's cheap and easy to replace them. But, weigh the pros and cons more before demolishing and replacing a roller coaster.

INCOME & COSTS

Keep an eye on how much money your rides make.

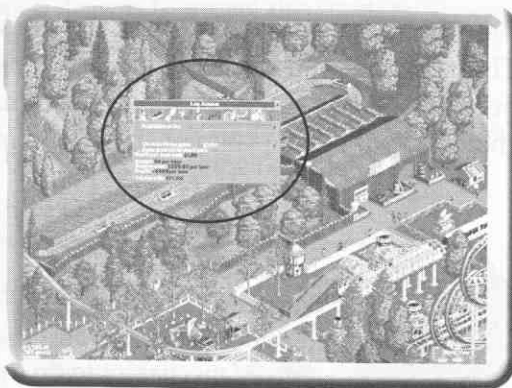
If you charge for rides, adjusting the amount of money a ride brings in is important—especially if this is your major source of income. Inside a ride's window click on the Income and Costs tab. This is where you set the price for the ride and view other economic information.

Income: This shows you how much money your ride has generated in ticket prices.

Running Cost: This gives you the operational costs per hour of running the ride. As a rule, larger, more complex rides have higher running costs.

Profit: This shows how much money your ride clears every hour by subtracting the running cost from the income.

Total Profit: This reading totals how much money your ride has made in its history. This also accounts for income generated from on-ride photos.





The goal is to keep running costs low and profit high. When your running costs exceed your profit, raise prices or take action to increase the number of riders. In parks where you can't charge for rides, running costs are a constant thorn in your side. Since the income is always zero, you have to account for the ride's popularity and total profit to judge its feasibility. If a ride has few riders and its costs outweigh the benefits, shut it down or replace it.

If available, you also set the price for on-ride photos here. These souvenirs bring in a hefty profit. When you can't charge for rides, build these additions to help offset a ride's running cost.

CUSTOMER INFORMATION

The Customer Information tab summarizes everything you want to know about your ride.

Customers: How many customers frequent your ride per hour.

Popularity: How the ride ranks with your guests. Watch this, especially if you're going to replace the ride.

Satisfaction: Do your guests feel like they're being ripped off? Check the satisfaction percentage, then decrease the ride's price and queue time to improve it. Satisfied guests return.

Queue Time: How long it takes your guests to get from the end of the line to the ride's entrance.

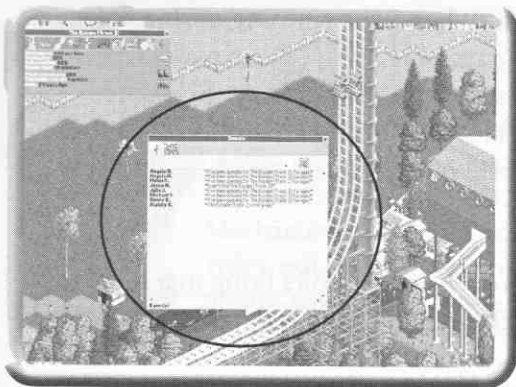
On-Ride Photos Sold: The number of souvenir photos sold. This appears only if the option is available on the ride.

Total Customers: The total number of guests the ride has served since it opened.

Favorite Ride Of: Some of your guests have a favorite ride. This shows you how many guests consider a ride their favorite.

Built: Shows you how long ago the ride was built. Look this up when adjusting your maintenance inspection schedule.





Reading guests' thoughts helps when making ride improvements.

This tab allows you to view who's in your queue and on your ride at any moment. Read guests' thoughts by clicking the top button on the far right (the one with cartoon thought bubbles above two guests). This opens a separate window with all the recent thoughts on your ride. This is a good place to get honest information; check here before making crucial adjustments. Guests let you know if there are problems.

They also comment on the value of a ride. If they feel a ride is "a good value" it means they'd pay more for it. Consider increasing the price, but doing so decreases the overall satisfaction rating.

OTHER OPTIONS & TOOLS

Color Scheme: This is the tab with the paintbrush. Here you can change the color of your ride (including tracks and trains/cars) and modify the theme of your ride's entrance and exit.

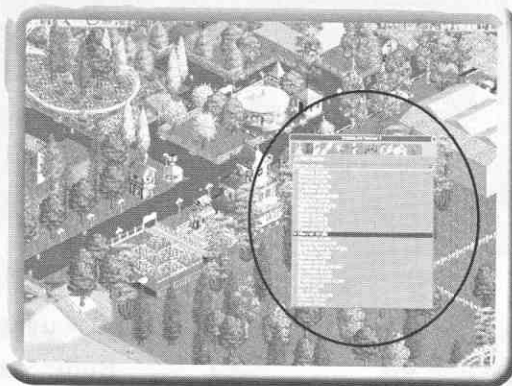
There's plenty of music to choose from.

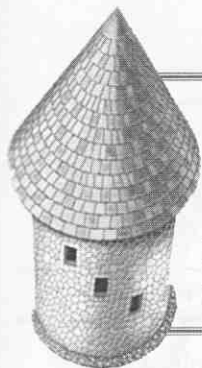
Sound and Music: Want to add some music to your ride? Check the Play Music box, then select a genre in the pull-down menu. Music can complement the theme of a particular ride, but competing tunes are irritating. Sparingly use this option.

Graphs: Graphs provide real-time data while a ride is functioning. These are useful when designing and testing roller coasters. Watch your graphs to find where your ride is incurring excessive G's.

Ride Name: As with guests, you can change the name of your ride.

Demolish: When your ride has collected its last fare, click the trash can icon to delete it. Your queues remain, but everything else vanishes. You get money back, but don't expect the same amount you paid for it.



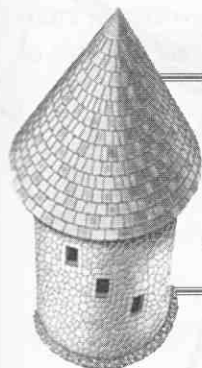
**TIP**

If you demolish a ride while guests are riding it, they reappear on a nearby footpath, but there will be a major drop in their happiness levels. To prevent a loss in happiness, wait till the ride is closed, then bring in the wrecking ball.

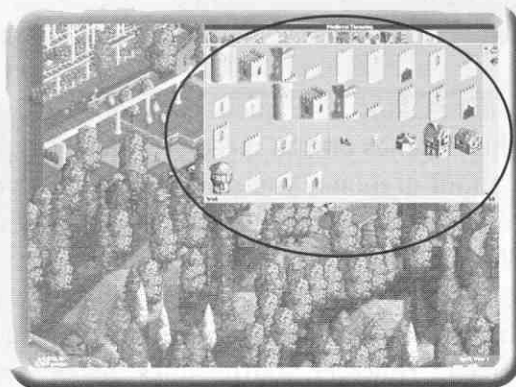
IMPLEMENTING A THEME

Now that your ride is built, beautify the surrounding area. Cover up mistakes that may have occurred during construction by adding gardens, trees, and theme objects. This is where ride design gets fun! *RollerCoaster Tycoon 2* offers a wide variety of themes to choose from, making the decision that much harder. To start, ask yourself some questions about your ride. What is your ride trying to communicate? Does it tell a story? Now let your imagination carry you the rest of the way.

Theme objects are nice additions to any ride, but they're not free!

**TIP**

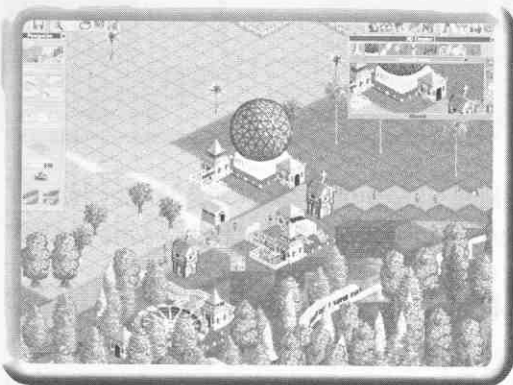
Successfully incorporating a theme increases a ride's excitement rating.



To placing theme objects, select them from the appropriate menu and click on the map. Theme objects should be as close to a ride and its queue as possible. Change the ride's entrance and exit to something appropriate—unless you're going with a circus or carnival theme.

Queues

Queues are where your guests stand in line before getting on a ride. Creating a queue is identical to making footpaths and is on the same Construction menu. Check out the footpath tutorial in the previous chapter for help.

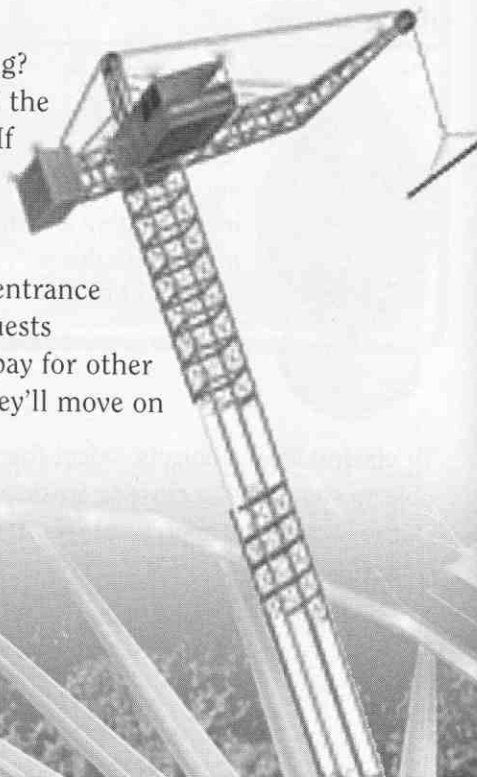


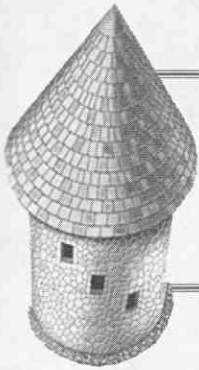
Building queues is just like building footpaths.

Many rules and exceptions are involved in constructing queues. The length of a queue should be determined by the ride and its popularity. Cheap, low intensity rides won't attract as many guests as profitable high intensity roller coasters, so their queues should be shorter. But, if those cheap low intensity rides are indoors, make the queues longer. When it rains, your guests will seek the cover of indoor

attractions. The haunted house that receives a trickle of visitors in normal weather conditions will be swamped by guests taking cover from the storm.

Avoid making your queues too long. How long is too long? This depends on the speed at which your line moves and the amount of money you stand to collect from each guest. If you're relying on ride fees to make money, consider: Will you make more money if the queue is shorter or longer? If the queue is long, your guests will commit themselves to standing in line and paying whatever the entrance price is. However, shorter lines free up the number of guests standing around, allowing them to roam your park and pay for other rides. Your guests won't complain if the queue is full, they'll move on to the next attraction.



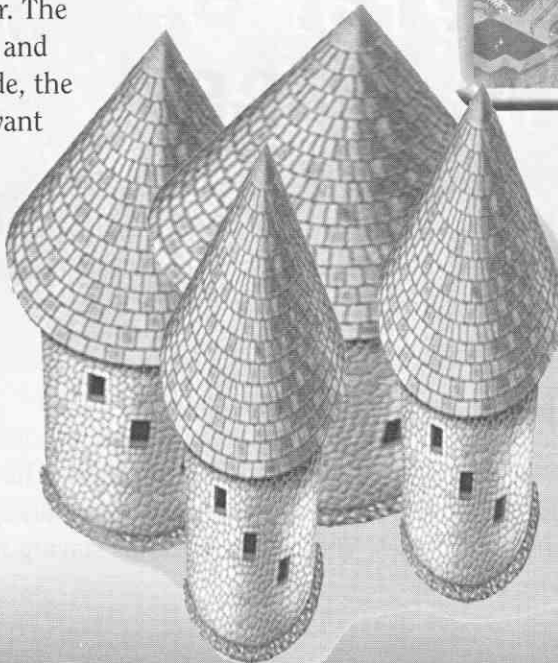


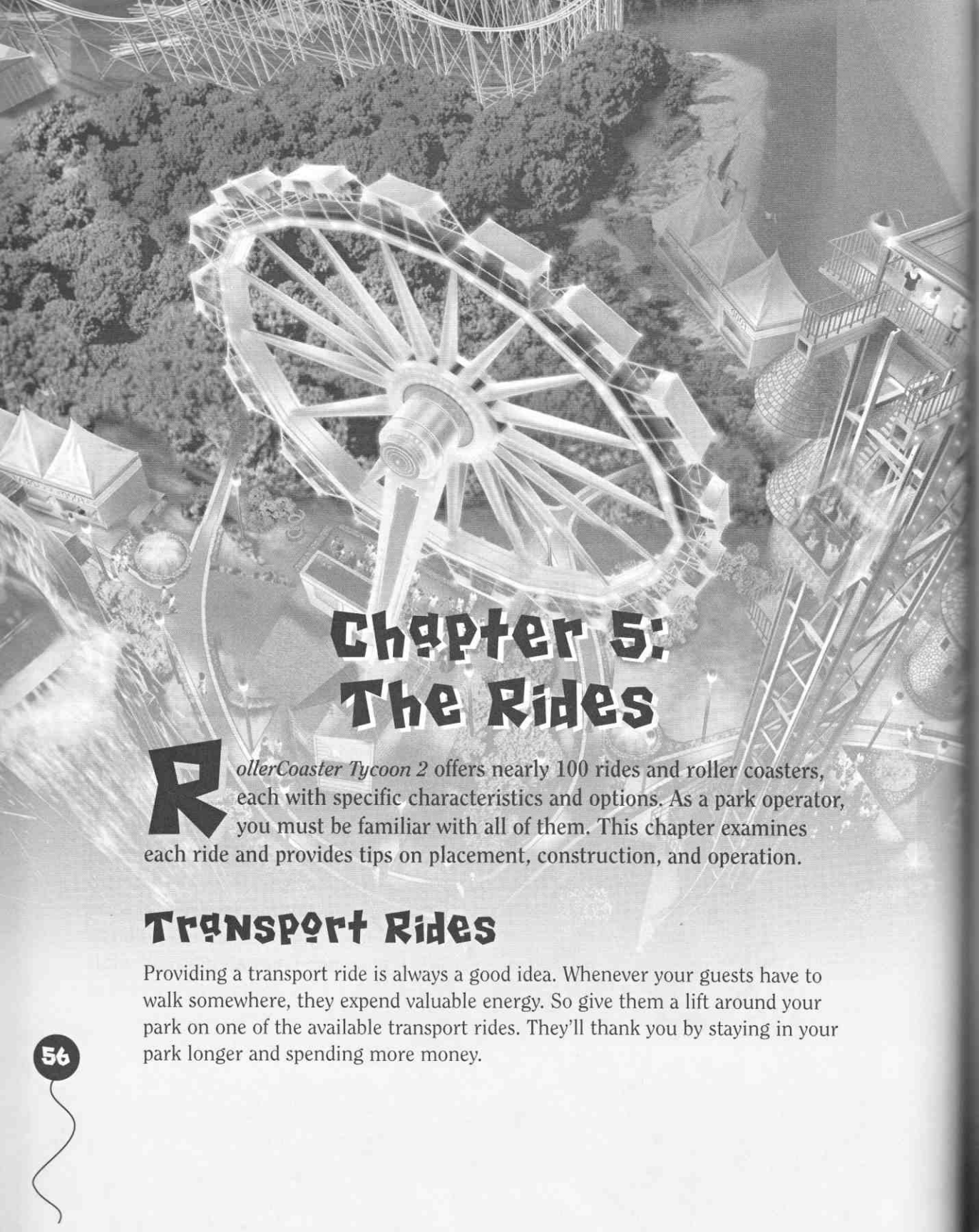
TIP

Water rides are a big draw, resulting in long, slow-moving lines. To speed things up, increase the length of the ride's station or build shorter queues.

Long queues or short queues? It depends on the ride.

There's no easy answer when it comes to discovering the optimum queue length. Experiment and adjust as needed. Let the ride's excitement and intensity ratings be the deciding factor. The more exciting and intense the ride, the more guests want to ride it.



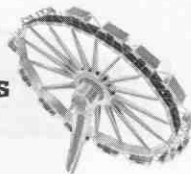


Chapter 5: The Rides

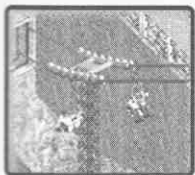
RollerCoaster Tycoon 2 offers nearly 100 rides and roller coasters, each with specific characteristics and options. As a park operator, you must be familiar with all of them. This chapter examines each ride and provides tips on placement, construction, and operation.

Transport Rides

Providing a transport ride is always a good idea. Whenever your guests have to walk somewhere, they expend valuable energy. So give them a lift around your park on one of the available transport rides. They'll thank you by staying in your park longer and spending more money.



CHAIRLIFT



Approximate Cost: \$1,440+

Vehicles Available: Ski-lift chairs and chairlift cars

Car Capacity: 2

It may not look impressive, but the chairlift covers as much ground as any other transport system, plus it can climb to great heights without reducing speed. However, speed is an issue—it travels at only 2 mph, and only two passengers can ride per car. Still, for tackling difficult terrain, it's hard to do much better than the chairlift.

ELEVATOR



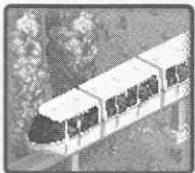
Approximate Cost: \$624+

Vehicles Available: Elevator

Car Capacity: 16

For moving straight up, the elevator is an excellent choice. It works just like any other transport ride. You build stations at different elevations, each with its own entrance and exit.

MONORAIL



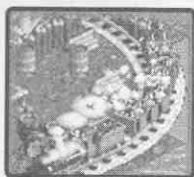
Approximate Cost: \$1,550+

Vehicles Available: Small, retro-style, and streamlined

Car Capacity: 4–10

The monorail excels as a parkwide transport system because of its high speed and capacity. The small and retro-style cars hold only four passengers, but the streamlined cars carry as many as 10 passengers. Build monorails above the ground, leaving your footpaths undisturbed. Its awesome speed allows the monorail to handle slight changes in elevation. Try to make the track as level and straight as possible. On a straight piece of track, a streamlined monorail effortlessly hums along at 23 mph. Plus it has quick acceleration. There just isn't much of a downside—get one!

MINIATURE RAILWAY



Approximate Cost: \$1,300+

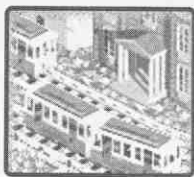
Vehicles Available: Open cars and covered cars

Car Capacity: 6

The miniature railway offers three types of trains. The American-style steam train pulls cars with fabric roofs, making it a good choice for rainy weather. The steam trains with covered cars also have fabric roofs, but the engines look a bit different. The regular steam train has open cars but gains 3 percent in its excitement rating.

The downside is that trains aren't very fast and don't carry as much as they advertise. For example, a three-car train actually pulls only two passenger cars because the third car is reserved for the tender car. Still, the miniature railway is one of the better transport systems available.

TRAMS



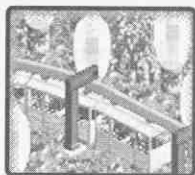
Approximate Cost: \$1,300+

Vehicles Available: Old-time replica trams

Car Capacity: 10

Trams aren't the fastest or most efficient transportation available, but they create a nice ambience. They work best in flat areas; hills slow them down significantly.

SUSPENDED MONORAIL

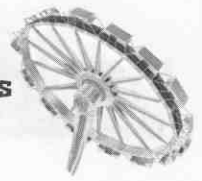


Approximate Cost: \$2,400+

Vehicles Available: Monorail train cars

Car Capacity: 8

The suspended monorail runs slower than the regular monorail and holds fewer passengers. However, it works just fine.



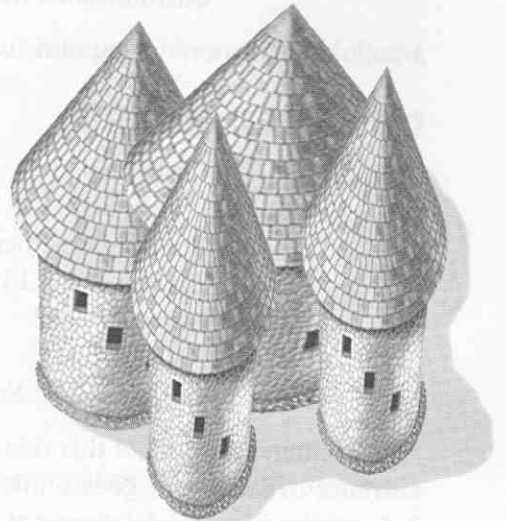
Gentle Rides

Not all of your guests are big roller coaster enthusiasts. In fact, some won't even consider riding the more intense rides. Gentle rides encourage your more timid guests to stick around. In addition, many gentle rides provide fun indoors. Even your toughest coaster fans seek shelter when it's raining. Most of these rides are preconstructed with fixed costs and ratings; however, a few can be customized.

CAR RIDE

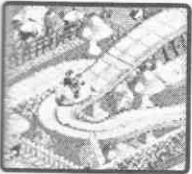


Approximate Cost: \$540+
 Riders: Variable
 Running Cost per Hour: Variable
 Excitement: Low-medium
 Intensity: Low
 Nausea: Low
 Customizable: Yes



This is a good option for an easy custom ride. Choose from pickup trucks, racing cars, and sports cars.

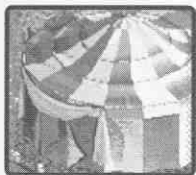
CHESHIRE CATS



Approximate Cost: \$540+
 Riders: Variable
 Running Cost per Hour: Variable
 Excitement: Medium
 Intensity: Low
 Nausea: Low
 Customizable: Yes

These cat-shaped cars follow a path similar to that of a small roller coaster, but at much slower and controlled speeds. It's a good indoor ride for rainy days. Add some theme elements to increase the already impressive excitement rating.

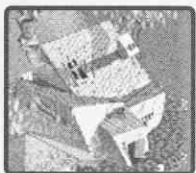
CIRCUS SHOW



Cost: \$500
Riders: 30
Running Cost per Hour: \$49.60
Excitement: 2.10
Intensity: 0.30
Nausea: 0.00
Customizable: No

A popular attraction during rainy weather. Listen for the sound of animals when passing by.

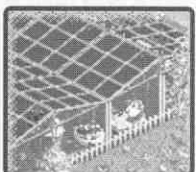
CROOKED HOUSE



Cost: \$260
Riders: 5
Running Cost per Hour: \$28.80
Excitement: 2.15
Intensity: 0.62
Nausea: 0.34
Customizable: No

The excitement rating of this ride attracts fairly sizable crowds. Place it near the park entrance to catch your guests' interest before they see bigger and better things. It's also an indoor attraction, useful during stormy weather.

DODGEMS

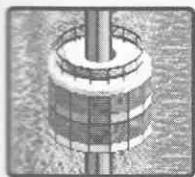


Cost: \$440
Riders: 12
Running Cost per Hour: \$108.80
Excitement: 2.72
Intensity: 0.80
Nausea: 0.35
Customizable: No

For this typical bumper car ride, you set the length of each session in the ride's Operating Options tab. Note that the ride takes up 16 blocks, making it larger than standard gentle rides, which measure 9 blocks.



DOUBLE-DECK OBSERVATION TOWER



Approximate Cost: \$592+
 Riders: 32
 Running Cost per Hour: \$60.80
 Excitement: 2.55
 Intensity: 0.00
 Nausea: 0.45
 Customizable: Yes

This tower costs more than the regular observation tower but can carry 12 more guests. Build it in a centralized location so guests can view the entire park.

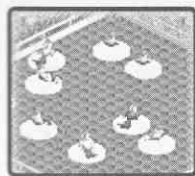
FERRIS WHEEL



Cost: \$450
 Riders: 32
 Running Cost per Hour: \$49.60
 Excitement: 0.85 (approx.)
 Intensity: 0.50
 Nausea: 0.55
 Customizable: No

The amusement park staple. You adjust the number and direction of rotations in the ride's Operating Options. The maximum number of rotations is 3.

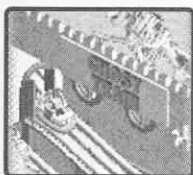
FLYING SAUCERS



Cost: \$560
 Riders: 12 max.
 Running Cost per Hour: \$148.80
 Excitement: 3.80
 Intensity: 0.85
 Nausea: 0.39
 Customizable: No

Although similar to Dodgems, this bumper car ride lacks the overhead awning, making it susceptible to customer loss during poor weather. The Flying Saucers ride is a bit more exciting than Dodgems, but it costs \$40 more a month to operate. Dodgems are a better choice.

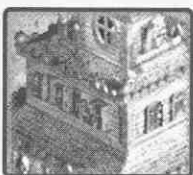
GHOST TRAIN



Approximate Cost: \$540+
Riders: Variable
Running Cost per Hour: Variable
Excitement: Medium
Intensity: Low-medium
Nausea: Low
Customizable: Yes

Think of this one as a mini roller coaster, with less drops and speed. Build this ride indoors to maintain its popularity during rainstorms.

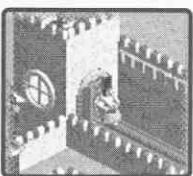
HAUNTED HOUSE



Cost: \$340
Riders: 15
Running Cost per Hour: \$49.60
Excitement: 3.41
Intensity: 1.53
Nausea: 0.10
Customizable: No

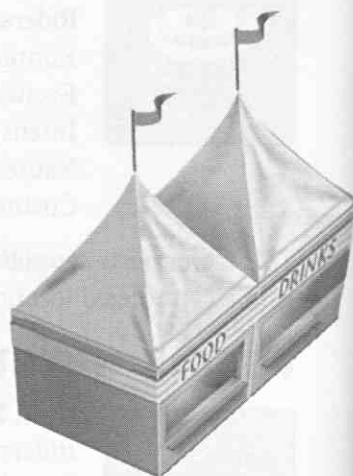
Build this spooky residence early to capitalize on its low price and easy availability. It's a popular refuge during rainstorms. Place theme objects around the exterior to boost its excitement rating.

HAUNTED MANSION RIDE



Approximate Cost: \$570+
Riders: Variable
Running Cost per Hour: Variable
Excitement: Medium
Intensity: Low
Nausea: Low
Customizable: Yes

If customizing the layout, place brakes to prevent your cars from going too fast. These little cars can exceed speeds of 20 mph when going downhill. Add a spinning tunnel and some theme objects to infuse some variety and increase the excitement rating. This ride works well indoors.





MERRY-GO-ROUND



Cost: \$460
 Riders: 16
 Running Cost per Hour: \$49.60
 Excitement: 1.30 (approx.)
 Intensity: 0.60
 Nausea: 0.75
 Customizable: No

Another park staple. The low intensity merry-go-rounds attract your more timid guests, but expect more riders during a storm, because the ride's canopy offers shelter from the rain. Replace merry-go-rounds about every three years or they will run into some major reliability problems.

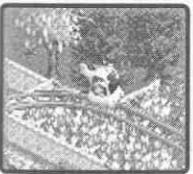
MINI GOLF



Approximate Cost: \$740+
 Riders: Variable, depending on number of holes
 Running Cost per Hour: Variable
 Excitement: Low
 Intensity: Low
 Nausea: Low
 Customizable: Yes

Don't get too carried away with this one. Although there are only five types of holes, they should make a more-than-sufficient course. After all, who wants to golf when there are roller coasters to ride?

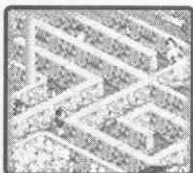
MINI HELICOPTERS



Approximate Cost: \$540+
 Riders: Variable
 Running Cost per Hour: Variable
 Excitement: Low-medium
 Intensity: Low
 Nausea: Low
 Customizable: Yes

The ride may look like a roller coaster, but these helicopter-shaped cars creep along at incredibly slow speeds. A single circuit on a moderate-size track keeps guests busy for three minutes or more. However, the stations can handle several cars at a time.

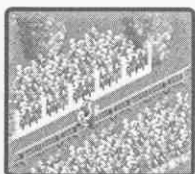
MINI MAZE



Approximate Cost: \$216+
Riders: 1–16, set by player
Running Cost per Hour: \$49.60
Excitement: 1.50
Intensity: 1.50
Nausea: 0.00
Customizable: Yes

Guests wander through this maze attempting to find the exit. Available materials include brick walls, hedges, ice blocks, and wooden fences. Increase the number of people allowed in the maze to shorten long lines.

MONORAIL CYCLES



Approximate Cost: \$450+
Riders: Variable, 12 max.
Running Cost per Hour: Variable
Excitement: Low
Intensity: Low
Nausea: Low
Customizable: Yes

If customizing the track design, keep your layout exciting but small. Don't waste valuable space on this cheap, low-intensity ride. Plus, the longer the track, the longer the lines will be as guests wait their turn. (Make the station length longer to increase the number of available cycles.) This works as a transport ride, but it's not recommended.

MONSTER TRUCKS

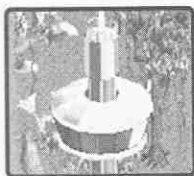


Approximate Cost: \$540+
Riders: Variable
Running Cost per Hour: Variable
Excitement: Medium
Intensity: Low
Nausea: Low
Customizable: Yes

This is nearly identical to the Car Ride, except monster trucks can handle steeper inclines. The track design offers special elements called log bumps over which the trucks climb giving it a higher excitement rating than the Car Ride.



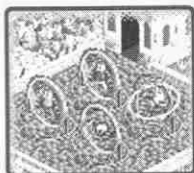
OBSERVATION TOWER



Approximate Cost: \$592+
 Riders: 20
 Running Cost per Hour: \$60.80
 Excitement: 3.00 (increases with height)
 Intensity: 0.00
 Nausea: 0.25 (increases with height)
 Customizable: Yes

Increasing the height of the tower costs \$18 per span. The higher the ride climbs, the more the excitement and nausea ratings increase. The slow speed keeps the intensity rating at 0.

SPACE RINGS



Cost: \$288
 Riders: 4 max.
 Running Cost per Hour: \$49.60
 Excitement: 1.76
 Intensity: 2.10
 Nausea: 6.50
 Customizable: No

A regular puke machine. Although considered a gentle ride, this one really stirs up your guests. Be prepared with benches and maybe even a first aid station near the exit.

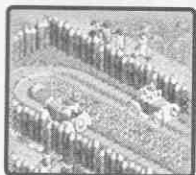
SPIRAL SLIDE



Cost: \$330
 Riders: 5 maximum
 Running Cost per Hour: \$49.60
 Excitement: 1.50 (approx.)
 Intensity: 1.40
 Nausea: 0.90
 Customizable: No

This basic slide occupies only four blocks, making it a good option for filling up small areas. Despite its simple design, many guests find it entertaining, and the brief time they spend on the slide shortens the waiting time in line.

VINTAGE CARS



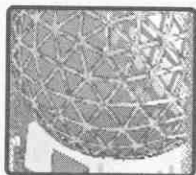
Approximate Cost: \$540+
 Riders: Variable
 Running Cost per Hour: Variable
 Excitement: Low
 Intensity: Low
 Nausea: Low
 Customizable: Yes

This slow, gentle car ride probably won't attract many visitors, unless you take some drastic steps to make it more exciting. Add doorways in front of your track and follow with some drops. Still, don't expect too much out of this one.

Thrill Rides

Thrill rides fill that void between roller coasters and gentle rides. When guests are too scared to ride roller coasters and too bored with gentle rides, a thrill ride offers a nice compromise. They're also extremely useful for pacifying hardcore patrons when you can't afford a new coaster. Almost all thrill rides are popular and should be built as soon as they're available. Scatter them among your gentle rides to spread out the park's business.

3D CINEMA

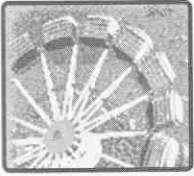


Cost: \$560
 Riders: 20
 Running Cost per Hour: \$49.60
 Excitement: 3.50 (Mouse Tails), 4.00 (Storm Chasers), 4.20 (Space Raiders)
 Intensity: 2.40 (Mouse Tails), 2.65 (Storm Chasers), 2.60 (Space Raiders)
 Nausea: 1.40 (Mouse Tails), 1.25 (Storm Chasers), 1.48 (Space Raiders)
 Customizable: No

Rain or shine, the 3D cinema is always a big draw. Be sure to rotate the three movies to keep the ride fresh. Only 20 guests can fit in the cinema at a time, making the lines and wait time fairly long. Either shorten the queue or hire an entertainer to patrol it. If guests have to wait too long, they begin to complain and your park rating may suffer.



THE ENTERPRISE



Cost: \$800

Riders: 16

Running Cost per Hour: \$49.60

Excitement: 3.72 (ratings based on 12 rotations)

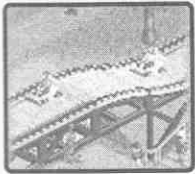
Intensity: 6.47

Nausea: 7.64

Customizable: No

While the mere sight of this intense thrill ride turns some guests away, customers seeking an exciting experience flock to it. Alter the number of rotations the ride makes (10–20) to adjust the ratings, but don't expect drastic changes. As with other nausea-inducing rides, place benches near the exit to allow guests to recover. Also, have a handyman frequently patrol the paths surrounding the ride.

GO-KARTS



Approximate Cost: \$920+

Riders: Variable, set by player

Running Cost per Hour: Variable

Excitement: High (depending on track)

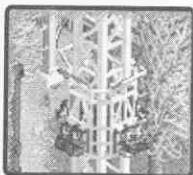
Intensity: Under 3.5

Nausea: Low

Customizable: Yes

Go-karts are another extremely popular ride, so build them as soon as possible. Although two preconstructed tracks are available, making your own isn't hard. In fact, it's just like building a footpath. Experiment with elevation changes and tunneling to increase the ride's excitement rating, but don't make the track too long. Also keep the number of laps allowed to 1, so that guests lined up in the queue won't grow impatient. To keep the lines moving at a steady pace, run the ride in continuous-circuit mode, allowing one rider to complete a full circuit before getting off. Race mode takes the maximum number of cars and runs them at once, resulting in stagnant lines. Either way the wait time is about the same.

LAUNCHED FREEFALL



Approximate Cost: \$800+

Riders: 8

Running Cost per Hour: \$60.80

Excitement: 3.65 (ratings calculated for a 180-foot tower with a 69-mph takeoff)

Intensity: 9.41

Nausea: 5.63

Customizable: Yes

This ride can appease thrill seekers when your budget won't allow a new coaster. Obviously, the higher you construct the tower, the more intense the ride is. But always test it before opening for business. Gradually adjust the launch speed until the car hovers just above the last vertical track section. Don't push your luck on getting the car as close to the top as possible—there is no safety device at the top to prevent the car from shooting completely off the track and crashing. A crash during a test will keep guests away. The ride also offers a downward launch mode that pulls the car to the top and simply drops it. Depending on the height of the tower, this can be more extreme than the upward launch mode. However, crashes aren't possible in this mode, making it the safer alternative.

MAGIC CARPET



Cost: \$396

Riders: 12

Running Cost per Hour: \$49.60

Excitement: 3.35 (ratings based on 9 swings)

Intensity: 3.40

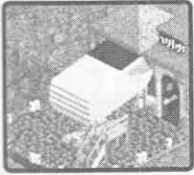
Nausea: 4.40

Customizable: No

Despite its rather simple operation, this is a popular ride. Set the number of swings at 7–15. The default is 9, which provides plenty of value and produces adequate ratings. Increase the number of swings if the ride's popularity falls.



MOTION SIMULATOR



Cost: \$440

Riders: 8

Running Cost per Hour: \$49.60

Excitement: 2.90 (Avenging Aviators), 3.25 (Thrill Riders)

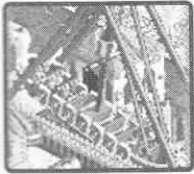
Intensity: 3.50 (Avenging Aviators), 4.10 (Thrill Riders)

Nausea: 3.00 (Avenging Aviators), 3.30 (Thrill Riders)

Customizable: No

This attraction rivals the 3D cinema in popularity and function. Since it's relatively cheap and occupies only four blocks, build a couple of these, each running a different film. Rotate the two films as the ride's popularity wanes. Also, keep the queue to manageable size to avoid complaints.

PIRATE SHIP



Cost: \$387

Riders: 16

Running Cost per Hour: \$49.60

Excitement: 2.05 (ratings based on 11 swings)

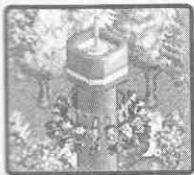
Intensity: 2.45

Nausea: 2.51

Customizable: No

This long ship swings 7 to 25 times. Changing the number of swings affects the ride's ratings. The default of 11 swings is more than enough to keep your guests satisfied. Anything more makes the ride too intense and the wait time longer.

ROTO DROP



Approximate Cost: \$880+

Riders: 16

Running Cost per Hour: \$60.80

Excitement: 4.81 (ratings calculated for a 100-foot tower)

Intensity: 7.08

Nausea: 7.08

Customizable: Yes

This is similar to the launched freefall, except the car rotates. Plus, it can only drop because it has no powered launch mode. The car's spin increases the nausea level tremendously, so have some benches and a first aid station nearby.

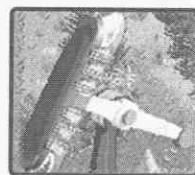
SNOW CUPS



Cost: \$360
 Riders: 18
 Running Cost per Hour: \$49.60
 Excitement: 1.75 (ratings based on 9 rotations)
 Intensity: 1.57
 Nausea: 2.50
 Customizable: No

Twist and this relatively tame thrill ride are nearly identical. The snowman theme may fit some parks better than others, but don't expect any big increase in popularity.

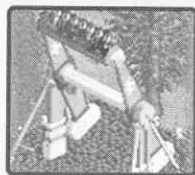
SWINGING INVERTER



Cost: \$424
 Riders: 12
 Running Cost per Hour: \$49.60
 Excitement: 3.49 (ratings based on 9 swings)
 Intensity: 4.68
 Nausea: 4.72
 Customizable: No

It may look like the Pirate Ship, but this one swings completely around. The number of swings ranges 7–15. The default is 9, which provides reasonable ratings and customer satisfaction. The nausea rating isn't extremely high, but provide benches near the ride's exit.

TOP SPIN

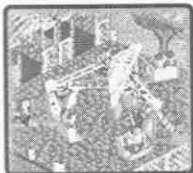


Cost: \$580
 Riders: 8
 Running Cost per Hour: \$49.50
 Excitement: 2.00 (ratings based on beginner's mode)
 Intensity: 4.80
 Nausea: 5.74
 Customizable: No

Here's another vomit-inducing ride to keep your handymen busy. It may not look like much, but it's a pretty popular ride. The ride has three operational modes: beginner, intense, and berserk. As you can imagine, each setting makes the ride move faster. As the ride loses popularity, set it to the next level and watch guests return. This option makes the ride a useful addition.



TWIST



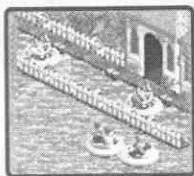
Approximate Cost: \$360
 Riders: 18
 Running Cost per Hour: \$49.60
 Excitement: 1.73 (ratings based on 9 rotations)
 Intensity: 1.57
 Nausea: 2.50
 Customizable: No

Twist is a pretty tame thrill ride that could almost be considered a gentle ride if not for its rather high nausea rating. Although it seats up to 18 passengers, you probably won't run it at full capacity very often due to its inherently low popularity. Build this when you desperately need a new ride and nothing else is available. But be prepared for customers to glance at it and walk away.

Water Rides

Even when it's raining, don't be surprised to find some loyal guests standing in line for a water ride. The popularity of water-based attractions may be bewildering, but be prepared for it. With the exception of some of the gentler boat rides, your water rides always have long lines because of the small capacity of the boats. Deal with this by building longer stations that offer more boats. If the problem persists, try shorter queues. You may want to hire entertainers to work the crowded line and keep guests distracted from the long wait.

BUMPER BOATS

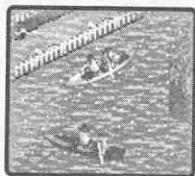


Approximate Cost: \$205+
 Vehicles Available: Bumper boats
 Customizable: Yes

When building boat rides in an open space of water you have two options.

You can build a predetermined path, or let the guests have free rein. A path lets you meter the ride and make sure boats get back to the platform on a regular basis. This also reduces long lines.

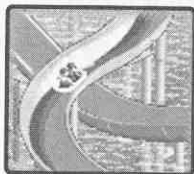
CANOEES



Approximate Cost: \$205+
Vehicles Available: Canoes
Customizable: Yes

Canoes require two passengers at a time. Running them is identical to the bumper boats and other boat rides.

DINGHY SLIDE



Approximate Cost: \$1,200+
Vehicles Available: Small inflatable dinghies
Special Elements: S-bends, open and enclosed track pieces
Rides Offered: 2
Customizable: Yes

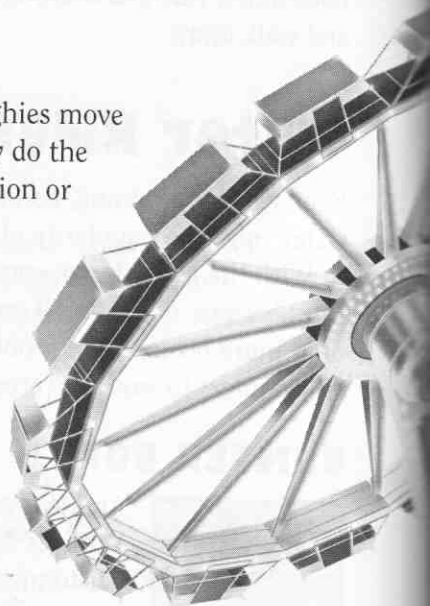
Build a long station platform to keep up with demand. These dinghies move fast! Plan a large drop with plenty of twisting turns and let gravity do the rest. Make sure there's enough momentum to get back to the station or they'll get stuck and you must reset the ride.

JET SKIS



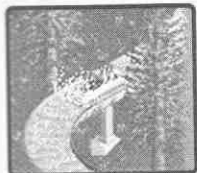
Approximate Cost: \$205
Vehicles Available: Jet skis
Customizable: No

The jet skis resemble the other boat rides. Each jet ski holds one passenger, who is free to roam around the water. Make sure the guests have plenty of room to maneuver to prevent congestion near the platform's entrance and exit.





LOG FLUME



Approximate Cost: \$1,320+

Vehicles Available: Log flume boats

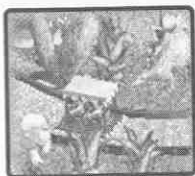
Special Elements: S-bends, on-ride photo section, and reverser turntable

Rides Offered: 1

Customizable: Yes

This traditional log water ride encompasses gradual lifts and drenching drops. The unique reverser turntable option spins logs around and sends them downstream backward. As with other water rides, guests form large lines. Limit the wait time by shortening your queues.

RIVER RAFTS



Approximate Cost: \$900+

Vehicles Available: River rafts

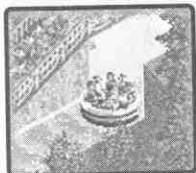
Special Elements: S-bends

Rides Offered: 1

Customizable: Yes

The river rafts aren't exciting, but you can turn them into unique transport rides by adding multiple stations to your layout. Increase the excitement rating by adding nearby theme objects. Before you begin construction, the ride must be level. Plus, the boats are extremely slow.

RIVER RAPIDS



Approximate Cost: \$1,840+

Vehicles Available: River rapids boats

Special Elements: Waterfalls, rapids, on-ride photo section, and whirlpool

Rides Offered: 1

Customizable: Yes

This is similar to the log flume, but with different circular inflated boats and more customizable options. Adding rapids at the bottom of a drop increases the intensity level. Move the boats slowly through the waterfall sections—you don't want dry guests!

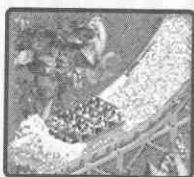
ROWING BOATS



Approximate Cost: \$205+
Vehicles Available: Rowing boats
Customizable: Yes

Rowing boats work the same way as bumper boats, canoes, and swans.

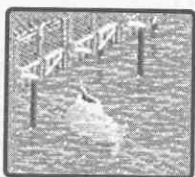
SPLASH BOATS



Approximate Cost: \$1,640+
Vehicles Available: Boats
Special Elements: S-bends
Rides Offered: 1
Customizable: Yes

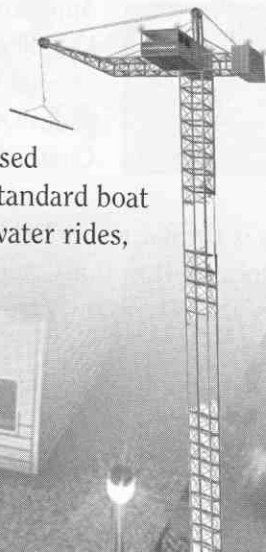
This ride is similar to the log flume but uses larger boats capable of holding 16 passengers each. This moves your lines along faster. Lengthen the station platforms to increase the ride's overall capacity.

SUBMARINE RIDE



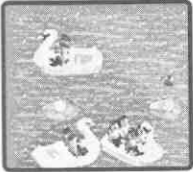
Approximate Cost: \$260+
Vehicles Available: Submarines
Special Elements: None
Customizable: Yes

Using an underwater track, these miniature submarines travel just below the surface of the water, showing your guests the park from a different perspective. The nature of the ride makes it exciting, so plan for an average response. The relatively high capacity and increased excitement rating make the submarine ride preferable to the more standard boat rides. You can also get by with shorter station platforms than most water rides, leaving more room for track.





SWANS



Approximate Cost: \$205+
Vehicles Available: Swan-shaped boats
Customizable: Yes

Swans require two guests in the front seat to power the boat, but they hold up to four passengers. Running them is identical to the other boat rides.

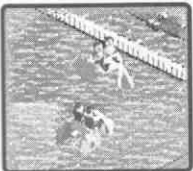
WATER COASTER



Approximate Cost: \$1,640+
Vehicles Available: Boats
Special Elements: Banked curves, banked helix
Rides Offered: 1
Customizable: Yes

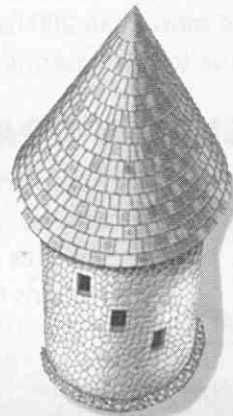
This ride combines the thrills of a roller coaster with the excitement of a water ride. Choose standard or submerged track from the ride's Construction menu, offering numerous layout options. Placing a water channel at the bottom of a large drop adds to the ride's excitement but also slows down each boat dramatically.

WATER TRICYCLES



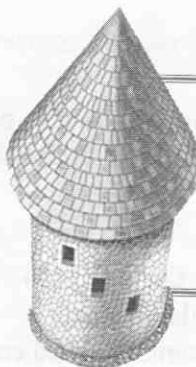
Approximate Cost: \$205+
Vehicles Available: Water tricycles
Customizable: Yes

These tricycles with large buoyant wheels require two passengers. You can either lay down a path or let the guests make their own.



Roller Coasters

Roller coasters play the starring roles in your park. This is reflected in their cost and overall worth. They're expensive, but essential for creating a successful park. Each roller coaster type has different construction elements, styles, and capabilities. Be familiar with each coaster type so you can determine which one best fits your park. Many times you won't have large open areas for placing a preconstructed coaster, leaving it up to you to build a custom design that fits the landscape. Take the time to learn about each type of coaster.



For more detailed information on each coaster's preconstructed track designs, check out Appendix A.

AIR-POWERED VERTICAL



Approximate Base Cost: \$6,750+

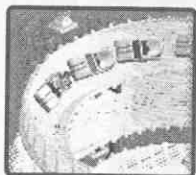
Special Elements: Air-powered launch, banked curves, vertical track

Vehicles Available: Air-powered coaster train

Designs Offered: 1

This ride is expensive but awesome. The powerful launch system sends this coaster's trains climbing more than 200 feet in less than three seconds! The vertical track elements also contribute to this amazing coaster's intensity. Test the ride before opening it for business.

BOBSLEIGH COASTER



Approximate Base Cost: \$2,700+

Special Elements: Banked curves, banked helix

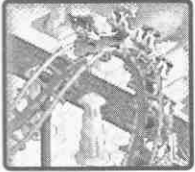
Vehicles Available: Bobsleigh-shaped cars

Designs Offered: 3

Unlike other coasters' vehicles, these cars aren't attached to a track—they're free to move up and down the embankments. So make sure the banking is high enough on each turn or the cars could fly off.



COMPACT INVERTED COASTER



Approximate Base Cost: \$3,750+

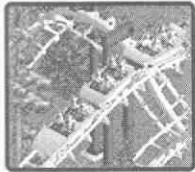
Special Elements: Banked curves, vertical loop, in-line twist, steep twist, half loop, corkscrew, banked helix, on-ride photos

Vehicles Available: Suspended cars

Designs Offered: 2

Instead of riding on top of the track, these cars hang from the bottom. Due to the available inversions, this coaster is intense.

CORKSCREW ROLLER COASTER



Approximate Base Cost: \$3,900+

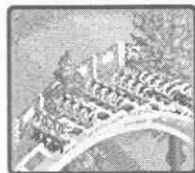
Special Elements: Banked curves, vertical loop, steep twist, half loop, corkscrew, banked helix, on-ride photo section

Vehicles Available: Roller coaster train

Designs Offered: 7

Every park should have at least one of these fine steel coasters. The different track elements provide versatility and excitement. If you're building custom designs, get familiar with this type—it's a good starting point for learning the basics before moving on to more extreme and specialized coasters.

FLOORLESS COASTER



Approximate Base Cost: \$4,950+

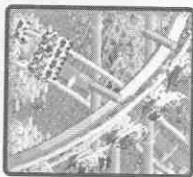
Special Elements: Banked curves, banked helix, vertical loop, large half loop, quarter loop, corkscrew, barrel roll, steep twist, on-ride photo section

Vehicles Available: Floorless coaster trains

Designs Offered: 2

The numerous track elements make this a versatile coaster, but the cost is correspondingly high. Consider one of these after your park is doing well. You can indicate steep drops and inclines without first building gradual elements. This makes the construction process less tedious.

FLYING ROLLER COASTER



Approximate Base Cost: \$4,650+

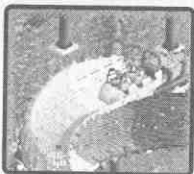
Special Elements: Banked curves, steep twist, in-line twist, banked helix, on-ride photo section

Vehicles Available: Flying coaster trains

Designs Offered: 1

This is the same as an inverted coaster, except with flying cars.

FLYING TURNS



Approximate Base Cost: \$2,700+

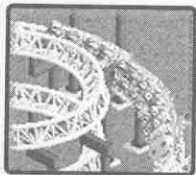
Special Elements: Banked curves, banked helix

Vehicles Available: Large bobsleigh cars

Designs Offered: 1

This one is similar to the bobsleigh coaster, with the exception of larger cars. These cars hold six passengers instead of two.

GIGA COASTER



Approximate Base Cost: \$4,950+

Special Elements: Banked curves, banked helix, steep twist, on-ride photo section, cable lift hill

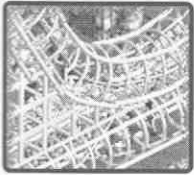
Vehicles Available: Roller coaster train

Designs Offered: 4

This coaster can soar to heights of 300 feet. The cable lift hill helps the train reach such heights in a short amount of time. Unlike when building a chain lift, build a regular hill and top it off with a cable lift section. A cable descends the hill and pulls the train to the top at speeds as high as 15 mph.



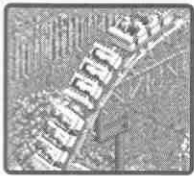
HEARTLINE TWISTER COASTER



Approximate Base Cost: \$3,030+
 Special Elements: Upper transfer, lower transfer, heartline roll
 Vehicles Available: Twister cars, reversed twister cars
 Designs Offered: 2

This is a unique design. The track is enclosed in cylindrical cages. The transfer sections of track allow the cars to ascend or descend while changing directions without space-consuming curves. However, the transfers must be accomplished at slow speeds. The heartline twist works like an in-line twist or barrel roll, spinning the car around while continuing in a level direction.

HYPERCOASTER



Approximate Base Cost: \$3,900+
 Special Elements: Banked curves, banked helix, steep twist, on-ride photo section
 Vehicles Available: Roller coaster train
 Designs Offered: 1

This coaster has no inversions and is expensive. Save your money for other steel designs, such as the looping or corkscrew coaster.

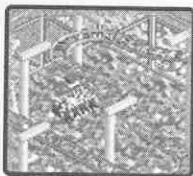
HYPER-TWISTER ROLLER COASTER



Approximate Base Cost: \$4,950+
 Special Elements: Banked curves, banked helix, steep twist, vertical drop, on-ride photo section
 Vehicles Available: Hyper-twister trains, wide hyper-twister trains
 Designs Offered: 6

Although this coaster offers no inversions, the vertical drop track elements create intense rides. You must construct vertical drops gradually, beginning with a downward slope, followed by a steep slope. The speed gained from vertical drops makes the ride intense, so plan on large curves and sprawling track design.

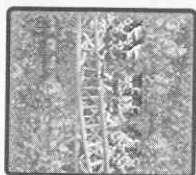
INVERTED HAIRPIN COASTER



Approximate Base Cost: \$2,000+
 Special Elements: None
 Vehicles Available: Individual inverted cars
 Designs Offered: 1

Although this coaster has no special track elements, it features tight turns—hence the name. You can't bank these turns, so the lateral G's experienced are significant. The extreme side-to-side motion boosts the ride's intensity rating, so be careful.

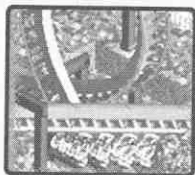
INVERTED IMPULSE COASTER



Approximate Base Cost: \$2,325+
 Special Elements: Vertical rise, vertical drop, steep twist
 Vehicles Available: Inverted coaster trains
 Designs Offered: 3

This coaster uses a powered launch mode to travel through its unique course. Twist the track during ascents and descents to boost the intensity rating. Although it's not as versatile as some coasters, the high excitement and relative low cost make it a good addition to your park—just don't make it too intense.

INVERTED ROLLER COASTER

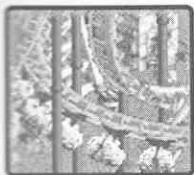


Approximate Base Cost: \$4,100+
 Special Elements: Banked curves, banked helix, vertical loop, half loop, large half loop, in-line twist, corkscrew, steep twist, on-ride photo section
 Vehicles Available: Inverted coaster trains
 Designs Offered: 3

The various track elements make the coaster intense, not to mention expensive. Build pools of water near the base of large drops to increase the excitement rating.



INVERTED SHUTTLE COASTER



Approximate Base Cost: \$3,750+

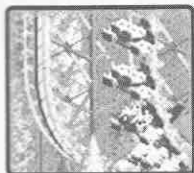
Special Elements: Banked curves, banked helix, vertical loop, half loop, in-line twist, corkscrew, steep twist, on-ride photo section

Vehicles Available: Inverted coaster trains

Designs Offered: 1

The reverse-incline launched shuttle mode sets this apart from other inverted coasters. This mode uses one slope for both the lift and the drop. View the Revertigo's layout (Appendix A) to see how it works.

INVERTED VERTICAL SHUTTLE



Approximate Base Cost: \$3,750+

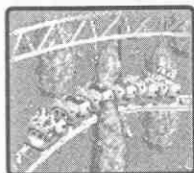
Special Elements: Banked curves, banked helix, vertical loop, half loop, in-line twist, corkscrew, steep twist, on-ride photo section

Vehicles Available: Inverted coaster trains

Designs Offered: 1

This is similar to the inverted shuttle coaster, except that the train can be pulled up a vertical incline backward. Build the vertical lift behind the station, then the coaster drops, zooms past the station platform, and on through the remainder of the course.

JUNIOR ROLLER COASTER



Approximate Base Cost: \$1,320+

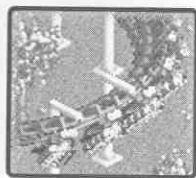
Special Elements: Banked curves, banked helix

Vehicles Available: Ladybird trains, log trains

Designs Offered: 3

Due to its availability and relatively low cost, the junior roller coaster is a good choice for a park's first coaster. Although it lacks steep drops and inclines, the banked curves and helixes provide enough versatility.

LAY-DOWN ROLLER COASTER



Approximate Base Cost: \$4,000+

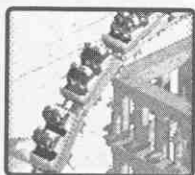
Special Elements: Banked curves, vertical loop, half loop, steep twist, in-line twist, corkscrew, banked helix, on-ride photo section

Vehicles Available: Lay-down coaster trains

Designs Offered: 2

This one operates like a normal steel coaster, but allows passengers to experience the ride lying down. Build this coaster with some twists (or half loops) so the passengers view the ground for part of the circuit.

LIM LAUNCHED COASTER



Approximate Base Cost: \$3,550+

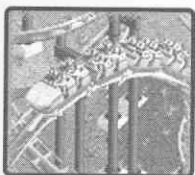
Special Elements: Banked curves, banked helix, vertical loop, quarter loop, corkscrew, in-line twist, steep twist, on-ride photo section

Vehicles Available: Roller coaster train

Designs Offered: 2

This coaster is propelled by linear induction motors (LIM) built into the station, providing a powerful and instantaneous boost in speed, eliminating the need for a lift hill. Use the launch mode to get the coaster to an adequate elevation, and let gravity do the rest. This is a great coaster, cheap when compared with others in this class. Conduct testing of the launch speed before opening.

LOOPING ROLLER COASTER



Approximate Base Cost: \$3,350+

Special Elements: Banked curves, vertical loop, steep twist, banked helix, on-ride photo section

Vehicles Available: Roller coaster train

Designs Offered: 12

The looping coaster is another classic steel coaster design with a focus on exciting vertical loops. Although it offers fewer features than the corkscrew roller coaster, the reduced cost makes it attractive. Build a large looping coaster as one of your park's main attractions. But keep in mind—costs can exceed \$10,000.



MINE RIDE



Approximate Base Cost: \$2,520+

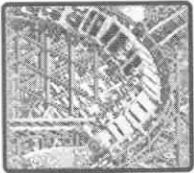
Special Elements: Banked curves, banked helix, on-ride photo section

Vehicles Available: Powered mine train

Designs Offered: 1

It may look like the mine train coaster, but this one features self-propelled trains. This makes it valuable when you need to build a compact ride and don't have room for a chain lift. You can also build multiple stations, allowing it to operate as a wild, high-speed transport ride. However, if it's too wild, some of your guests might prefer walking.

MINE TRAIN COASTER



Approximate Base Cost: \$3,050+

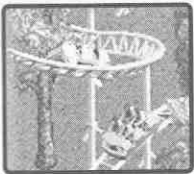
Special Elements: Banked curves, banked helix, on-ride photo section

Vehicles Available: Mine train

Designs Offered: 4

The mine train coaster may look and perform like a wooden coaster, but it's constructed with steel. This provides for fast and smooth twisting curves. Keep the mine train exciting (and true to its theme) by tunneling in and out of nearby hills and mountains.

MINI ROLLER COASTER



Approximate Base Cost: \$1,920+

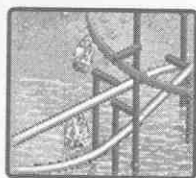
Special Elements: Banked curves, banked helix, steep twist

Vehicles Available: Automobile car, rocket cars, toboggan cars

Designs Offered: 5

This one is similar to the junior roller coaster but provides more track options and operates with individual cars instead of trains. Add a steep twist for excitement and intensity.

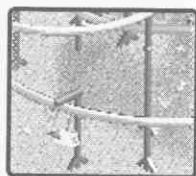
MINI SUSPENDED COASTER



Approximate Base Cost: \$1,800+
Special Elements: None
Vehicles Available: Swinging cars
Designs Offered: 1

This is a low-intensity entry-level coaster. Although it offers no banked curves, the suspended cars swing out on turns, reducing the lateral G's. A good design is characterized by small gradual drops followed by several twisting curves.

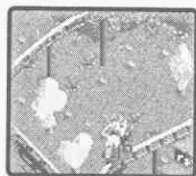
MINI SUSPENDED FLYING COASTER



Approximate Base Cost: \$1,800+
Special Elements: None
Vehicles Available: Flying cars
Designs Offered: 1

Similar to the mini suspended coaster, with the exception of flying cars. These allow guests to ride facedown, creating the sensation of flying through the course.

MOTORBIKE RACES



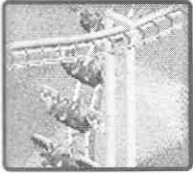
Approximate Base Cost: \$1,680+
Special Elements: None
Vehicles Available: Motorbike-shaped cars
Designs Offered: 1

This is a low-intensity single-rail coaster that runs like an extreme version of the monorail cycles. There are no banked curves, so provide wide turns when high speeds are involved.





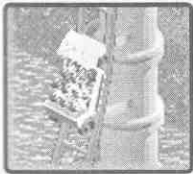
MULTI-DIMENSION ROLLER COASTER



Approximate Base Cost: \$6,750+
 Special Elements: Banked curves, banked helix, vertical drop, in-line twist, quarter loop, on-ride photo section
 Vehicles Available: Multi-dimension coaster train
 Designs Offered: 1

This coaster's unique cars position two seats on either side of the train's track. When building the coaster, you can set the pitch of the cars with each section of track, in increments of 45 degrees. As the train's cars move over a section, the seats pitch in the direction you designated. Add vertical drops to the equation and you've got one wicked ride. Take it easy, though; you want guests to come back and ride again.

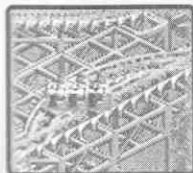
REVERSE FREEFALL COASTER



Approximate Base Cost: \$6,750+
 Special Elements: Slope up to vertical, vertical track
 Vehicles Available: Large coaster car
 Designs Offered: 1

Here's another ride that uses LIM technology for its launch mode. The idea is to shoot the coaster up a vertical slope so your guests can experience a few seconds of weightlessness. The car accelerates as it passes over each straight piece of track containing the linear induction motors—the straighter track, the faster the car goes. And you need speed to make the car climb a vertical slope. Although the ride construction is straightforward, it requires an incredible amount of space. The good news is that the track is linear, so build it along a lengthy property line.

REVERSER ROLLER COASTER



Approximate Base Cost: \$1,517+
 Special Elements: Reversers
 Vehicles Available: Bogied cars
 Designs Offered: 2

This unique wooden coaster involves special reverser track sections that change the facing of cars that go over them. Be aware that there aren't any banked curves available, so watch the speed on the turns as well as on the reverser sections.

SIDE-FRICTION ROLLER COASTER



Approximate Base Cost: \$1,517+
 Special Elements: None
 Vehicles Available: Individual 4-passenger cars
 Designs Offered: 2

This works like a standard wooden coaster without the benefit of banked turns and steep drops/inclines. Concentrate on building wide turns at low-speed areas.

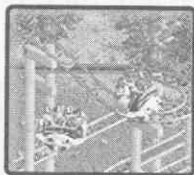
SOAP BOX DERBY RACERS



Approximate Base Cost: \$1,680+
 Special Elements: None
 Vehicles Available: Soap box-shaped cars
 Designs Offered: 1

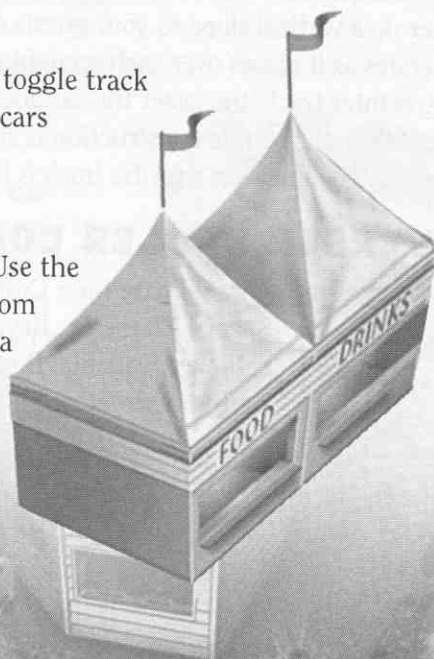
This is another small coaster much like the motorbike races, but with larger capacity cars.

SPINNING WILD MOUSE



Approximate Base Cost: \$1,640+
 Special Elements: Spinning control toggle track
 Vehicles Available: Spinning mouse cars
 Designs Offered: 3

These cars spin around when they encounter a turn. Use the spinning control toggle track sections to stop them from spinning. Don't get too wild with this one—the nausea ratings can get high.





SPIRAL ROLLER COASTER



Approximate Base Cost: \$2,600+

Special Elements: Banked curves, banked helix, curved lift hill, on-ride photo section

Vehicles Available: Individual cars

Designs Offered: 3

Another small coaster with the valuable addition of a curved lift hill. This allows the coaster to spiral upward, making for a compact design.

STAND-UP ROLLER COASTER



Approximate Base Cost: \$3,750+

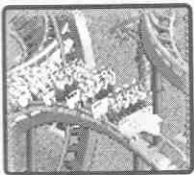
Special Elements: Banked curves, vertical loop, half loop, corkscrew, banked helix, on-ride photo section

Vehicles Available: Stand-up trains

Designs Offered: 3

The stand-up roller coaster offers all the goodies of a standard steel coaster with the added excitement of riders standing up. This makes for intense and nauseating designs, so exercise caution.

STAND-UP TWISTER COASTER



Approximate Base Cost: \$4,950+

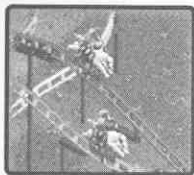
Special Elements: Banked curves, banked helix, vertical loop, half loop, large half loop, quarter loop, corkscrew, barrel roll, steep twist, on-ride photo section

Vehicles Available: Wide stand-up trains

Designs Offered: 1

Similar to the floorless roller coaster, this one offers comparable track sections and the added excitement factor of stand-up trains.

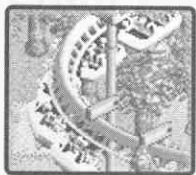
STEEPLECHASE



Approximate Base Cost: \$1,680+
 Special Elements: None
 Vehicles Available: Horse-shaped cars
 Designs Offered: 1

Similar to the motorbike races, but with horse-shaped cars.

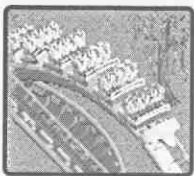
SUSPENDED SWINGING COASTER



Approximate Base Cost: \$3,550+
 Special Elements: Banked helix
 Vehicles Available: Swinging cars, swinging airplane cars, swinging floorless cars
 Designs Offered: 5

The lack of banked curves may seem like a problem, but this coaster's cars swing out when rounding turns, reducing lateral G's. But the swaying of the cars increases the nausea rating, so pay close attention to the number of turns (in particular sharp turns) in the track layout.

TWISTER ROLLER COASTER



Approximate Base Cost: \$4,950+
 Special Elements: Banked curves, banked helix, vertical loop, half loop, large half loop, quarter loop, corkscrew, barrel roll, steep twist, on-ride photo section
 Vehicles Available: Wide roller coaster trains
 Designs Offered: 8

Offering nearly every track element, the twister roller coaster is the type to pick when you need a new jaw-dropping ride. The construction is similar to any other steel coaster, but keep the inversions in check. It's easy to create a coaster too intense for your guests.



WILD MOUSE



Approximate Base Cost: \$1,640+
 Special Elements: None
 Vehicles Available: Mouse cars, mine cars
 Designs Offered: 3

The wild mouse coaster is characterized by sharp turns and steep drops, making it a good entry-level choice.

WOODEN ROLLER COASTER



Approximate Base Cost: \$2,800+
 Special Elements: Banked curves, banked helix, vertical loop, steep twist, water splash, on-ride photo section
 Vehicles Available: Wooden roller coaster trains (4-seater, 6-seater, 6-seater reverse), articulated roller coaster trains
 Designs Offered: 30

This is the granddaddy of all coasters. Although old-fashioned, wooden coasters still draw huge crowds. Constructing them is simple; begin with this type of coaster. But don't let their simple construction fool you—these coasters are capable of long complex layouts that circle and twist around themselves. When your park's ready for a big coaster, the low price and high popularity of wooden coasters make them a wise choice. But keep them maintained. Wooden coasters are temperamental, especially as they get older.

WOODEN WILD MINE RIDE



Approximate Base Cost: \$1,480+
 Special Elements: None
 Vehicles Available: Mine cars
 Designs Offered: 1

This little coaster is capable of steep lifts and drops with cars that teeter around sharp corners, creating the sensation of tipping over. If designed properly this type of coaster can compete with some of the bigger, more costly attractions.

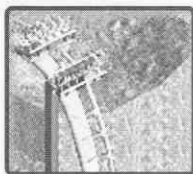
WOODEN WILD MOUSE



Approximate Base Cost: \$1,480+
 Special Elements: None
 Vehicles Available: Mouse-shaped cars
 Designs Offered: 1

Similar to the wooden wild mine ride, with the exception of mouse-shaped cars.

VERTICAL DROP ROLLER COASTER



Approximate Base Cost: \$3,780+
 Special Elements: Banked curves, banked helix, vertical loop, on-ride photo section, holding brakes for drop
 Vehicles Available: Trains with extra-wide cars
 Designs Offered: 1

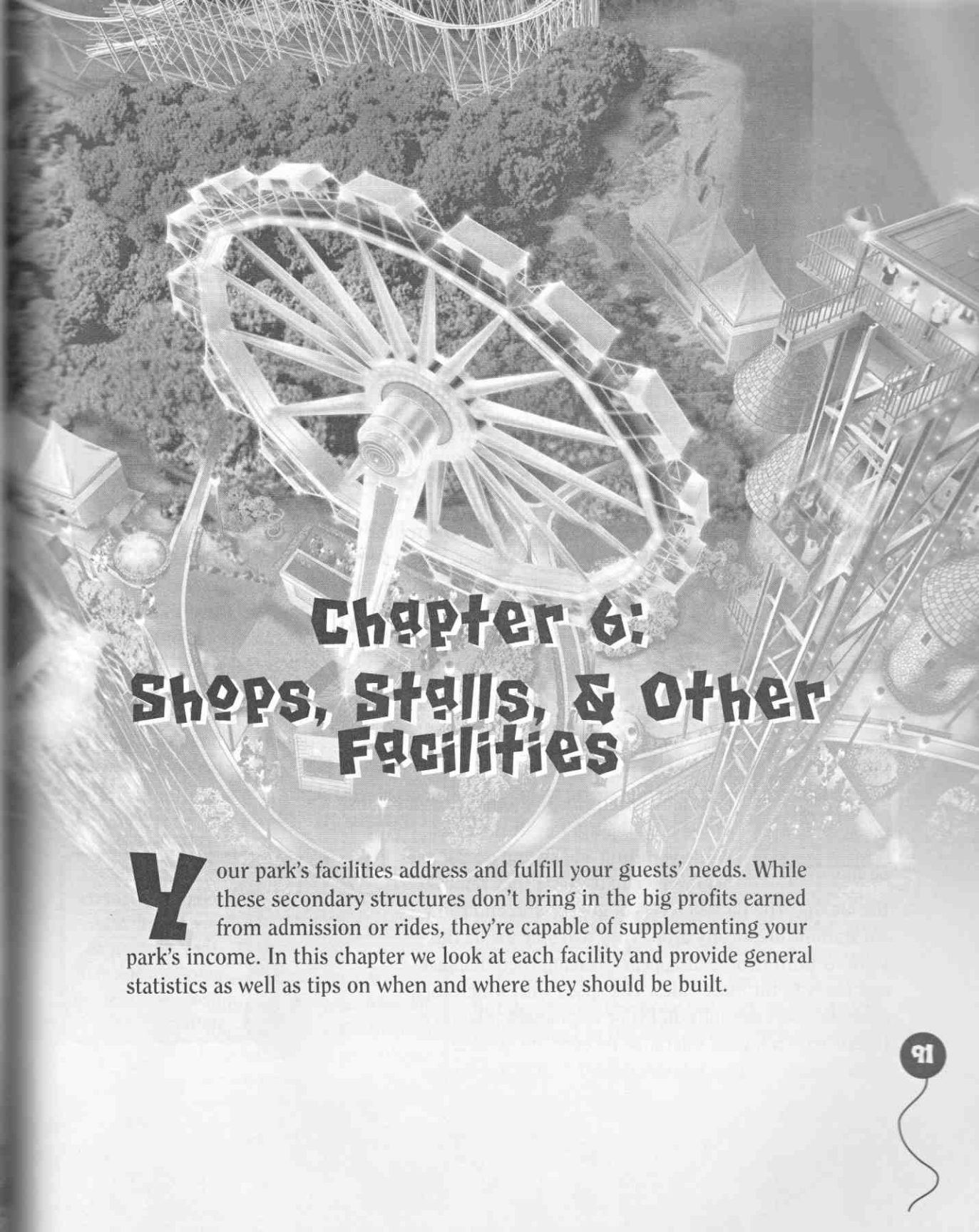
Construct this one the same as any other steel coaster up until the vertical drop. If the train is moving at a good speed, place holding brakes before the drop. This reduces speed before the drop and shaves intensity points off a rating that's too high.

VIRGINIA REEL



Approximate Base Cost: \$975+
 Special Elements: None
 Vehicles Available: Circular spinning cars
 Designs Offered: 3

Despite its relatively cheap cost and lack of special track elements, this coaster packs a punch. The special circular cars spin as they round curves, helping increase the ride's intensity and nausea ratings. Your guests will enjoy one of these, but provide benches near the exit.

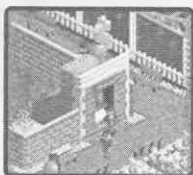


Chapter 6: Shops, Stalls, & Other Facilities

Your park's facilities address and fulfill your guests' needs. While these secondary structures don't bring in the big profits earned from admission or rides, they're capable of supplementing your park's income. In this chapter we look at each facility and provide general statistics as well as tips on when and where they should be built.

Park Necessities

CASH MACHINE

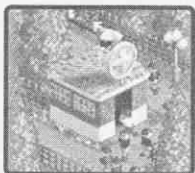


Cost: \$200

The cash machine is a welcome addition to *RollerCoaster Tycoon 2*. They allow guests to withdraw money when they get low on cash. This is effective in scenarios where guests pay for rides and in situations where attendance is important. A happy, energetic guest will stay in your park as long as there's money to spend. The cash machine extends the amount of time (and money) these guests spend in your park. As guests visit the machine, watch their cash levels rise. Your job is to get as much of that money as possible before they leave the park.

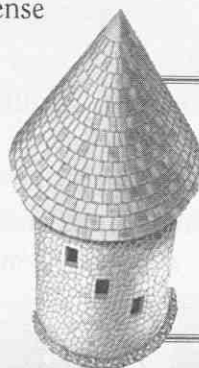
Cash machines are most efficient when you place them near the park's gates. This allows new guests to replenish their wallets after forking over a high admission price. But most importantly, the machine acts as a last hope to retain attendance. If happy guests are planning on leaving the park because they're out of money, a cash machine can keep them in the game. Like other park necessities, cash machines function well in a variety of locations, but place at least one near the park's gates first.

FIRST AID STATION



Cost: \$250

First aid stations form another line of defense in the ongoing fight against nausea. While vomiting and sitting on benches help reduce nausea, neither removes the feeling. The nausea levels of guests who enter first aid stations drastically drop. They will stay inside the stations until nausea disappears, leaving them happier and ready to hit more rides. The speed with which each guest recovers depends on his or her nausea tolerance. Guests with a higher tolerance recover the quickest, while guests with no tolerance need to stay put longer.



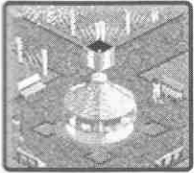
TIP

Nauseous guests are thirsty after they recover, so place a drink stall near your first aid station.



Nauseous guests seek out nearby first aid stations; help by placing them near the exits of your wildest rides. Outside of the initial cost, the first aid station incurs no operating cost, making it more valuable. The quicker you can get guests back on their feet, the quicker they'll be ready to queue up for rides and buy merchandise. So sprinkle these stations around your park.

INFORMATION KIOSK



Cost: \$250

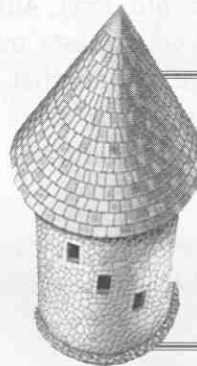
Merchandise: Maps, umbrellas

Base Merchandise Price: Maps cost \$0.60; umbrellas cost \$2.50

Profit: Maps, \$0.50; umbrellas \$0.50

The information kiosk is an important structure. Not only do the maps and umbrellas bring in extra profit, but they're essential items for your guests.

A guest with a map is less likely to get lost. Lost guests sometimes get angry and break objects. Preventing guests from getting lost is a concern, and if you don't lay out your paths in a logical order, a map helps your guests find their way around. Due to their default cheap price, most guests won't balk at buying a map. But if your park's design is confusing, lower the price or make them free.

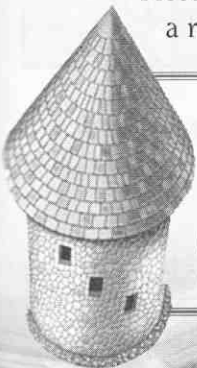


TIP

In some scenarios, the information kiosk isn't initially available for construction, so get your R&D team working on researching new shops and stalls.

Most guests pass on umbrellas at first, but as the storm clouds thicken, there will be a rush of customers. The profit margin on umbrellas is pretty low at the default

setting, so raise it. When it begins raining, your guests won't haggle and will shell out as much as \$5 for an umbrella—twice the default price! But don't raise the price too high or guests will walk around in the rain and grumble about your exploitative prices.

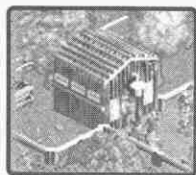


TIP

Guests can approach information kiosks from all four sides, so build them in locations that offer multiple access points.

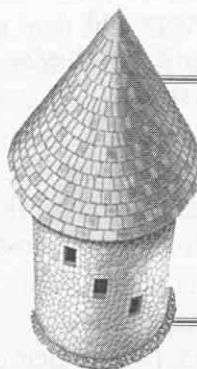
It makes sense to place information kiosks near the park's gates, but spread them around. During a rainstorm, most guests won't walk great distances to buy an umbrella, but they will buy one if they pass an information kiosk. So place them throughout the park, making them as convenient as possible. High traffic areas and major footpath junctions are good locations.

RESTROOM



Cost: \$225

Restrooms are needed all over. The longer guests stay in your park, the more they eat and drink. While that's good for concession sales, it increases their need to use a restroom. Disperse them evenly. It's possible to charge for restrooms, but don't. Although they cost \$49.60 per hour to operate, think of it as money invested in your guests' overall happiness and well-being. Restrooms come in two styles: a regular one, and another with a log cabin theme. Both operate the same, but one may fit your park's theme better than the other.



TIP

Guests won't seek out restrooms when they feel sick. Instead, build benches and first aid stations to help fight nausea.

Food Stalls

BEEF NOODLE STALL



Merchandise: Chinese-style beef noodles

Cost: \$300

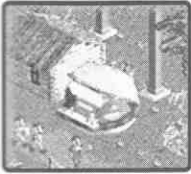
Base Merchandise Price: \$1.50

Profit: \$0.80

The beef noodle stall offers an alternative to typical park food. You can build it as a supplement to your existing food stalls, but the profit margin is pretty low.



BURGER BAR



Merchandise: Hamburgers

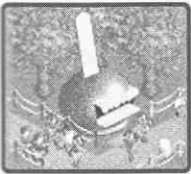
Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$1.00

A hamburger from the burger bar pacifies your hungriest guest. Keep a drink stall nearby to help wash down the hamburger.

CANDY APPLE STALL



Merchandise: Candy apples

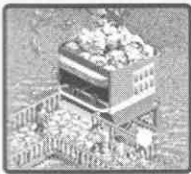
Cost: \$300

Base Merchandise Price: \$0.70

Profit: \$0.30

Don't rely on candy apples to fill your guests, but count on them to put smiles on their faces. You must sell quite a few to make this stall profitable at the default price—but don't raise the price over \$1.00.

CHICKEN NUGGETS STALL



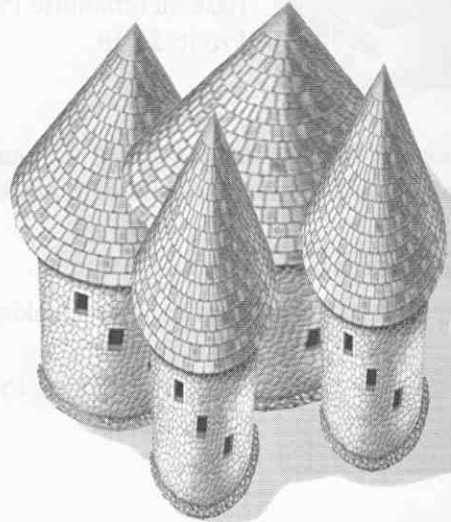
Merchandise: Fried chicken nuggets

Cost: \$300

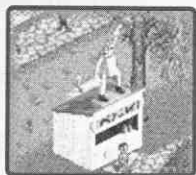
Base Merchandise Price: \$1.50

Profit: \$1.00

A chicken nuggets stall is redundant if you've already built a fried chicken stall. If you build both, space them out.



FRIES SHOP



Merchandise: Fries

Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$1.10

Put building this food stall high on your priority list. The default profits are high, and the salty fries reduce hunger while increasing thirst—which helps your drink sales.

COOKIE SHOP



Merchandise: Cookies

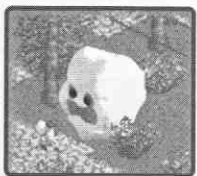
Cost: \$300

Base Merchandise Price: \$0.70

Profit: \$0.30

The cookie shop provides a good value for your guests, but don't expect to make much money from it. Build it in high traffic areas to reach as many customers as possible.

COTTON CANDY STALL



Merchandise: Cotton candy

Cost: \$300

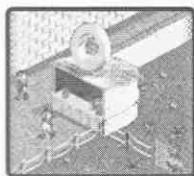
Base Merchandise Price: \$0.80

Profit: \$0.50

Cotton candy won't do much for hunger pangs, but it makes guests happier. Avoid pricing the cotton candy too high, or else nobody will buy it. The default price provides an adequate value and profit.



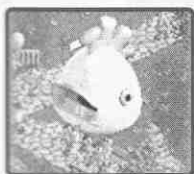
DONUT SHOP



Merchandise: Donuts
 Cost: \$300
 Base Merchandise Price: \$.70
 Profit: \$.30

While not very filling, donuts offer a cost-effective means to relieve hunger. However, donuts send guests searching for drinks. Place a coffee shop nearby to satisfy their beverage needs.

FRIED CHICKEN STALL



Merchandise: Fried chicken
 Cost: \$300
 Base Merchandise Price: \$1.50
 Profit: \$1.00

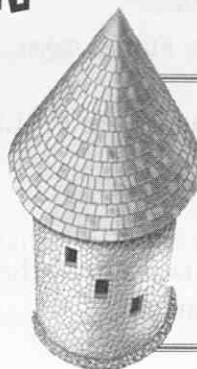
Fried chicken is a great bargain for your hungriest guests. However, offer plenty of fluids after this salty meal. Fried chicken stalls work well in food courts.

FRIED RICE NOODLES STALL



Merchandise: Chinese-style
 fried rice noodles
 Cost: \$300
 Base Merchandise Price: \$1.50
 Profit: \$.90

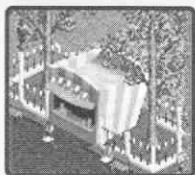
This provides slightly more profit than the beef noodle stall, but it doesn't have a very broad appeal. Use this stall in a supporting role.



TIP

Unless you want to keep your handymen busy, avoid placing food stalls near the exits of rides with high nausea ratings. The last thing a nauseous guest should do is eat.

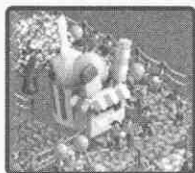
FRIES STALL



Merchandise: French fries
Cost: \$300
Base Merchandise Price: \$1.50
Profit: \$1.10

The fries stall generates a nice profit while helping increase drink sales due to the salty nature of its food. Build them as soon as possible with drink stalls nearby.

FRUITY ICES STALL



Merchandise: Fruity ice cream
Cost: \$300
Base Merchandise Price: \$0.90
Profit: \$0.50

Ice cream (of any type) is popular during summer. Increase the prices as the temperature climbs.

FUNNEL CAKE SHOP



Merchandise: Funnel cakes
Cost: \$300
Base Merchandise Price: \$1.20
Profit: \$0.70

Funnel cakes fill up your guests and make them happy. But they're pretty dry, so make sure there's something to drink nearby.



HOT DOG STALL



Merchandise: Hot dogs
Cost: \$300
Base Merchandise Price: \$1
Profit: \$0.50

Hot dogs are another theme park staple. They are a good value and increase thirst.

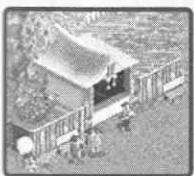
ICE CREAM CONE STALL



Merchandise: Ice Cream
Cost: \$300
Base Merchandise Price: \$0.90
Profit: \$0.50

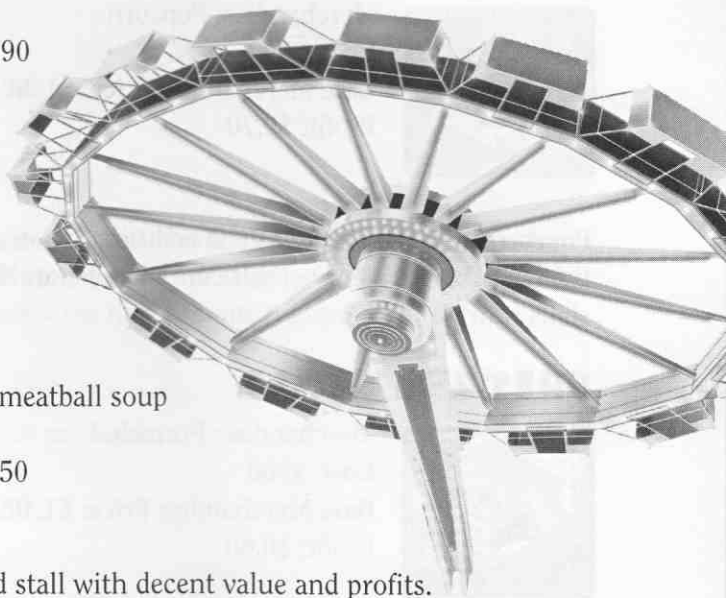
What it lacks in unit profits, the stall makes up for in popularity. Build these along high traffic areas.

MEATBALL SOUP STALL

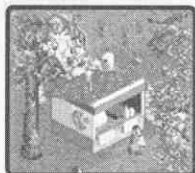


Merchandise: Chinese-style meatball soup
Cost: \$300
Base Merchandise Price: \$1.50
Profit: \$1.00

This is another Chinese food stall with decent value and profits. It can be a popular stall in colder climates.



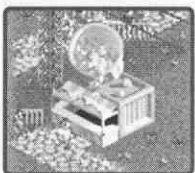
PIZZA STALL



Merchandise: Pizza
Cost: \$300
Base Merchandise Price: \$1.60
Profit: \$1.00

Pizza is always popular with guests, so build one of these as soon as possible. If your park is large, consider scattering a few of these stalls around.

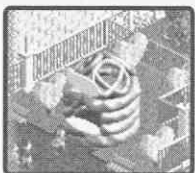
POPCORN STALL



Merchandise: Popcorn
Cost: \$300
Base Merchandise Price: \$1.20
Profit: \$0.70

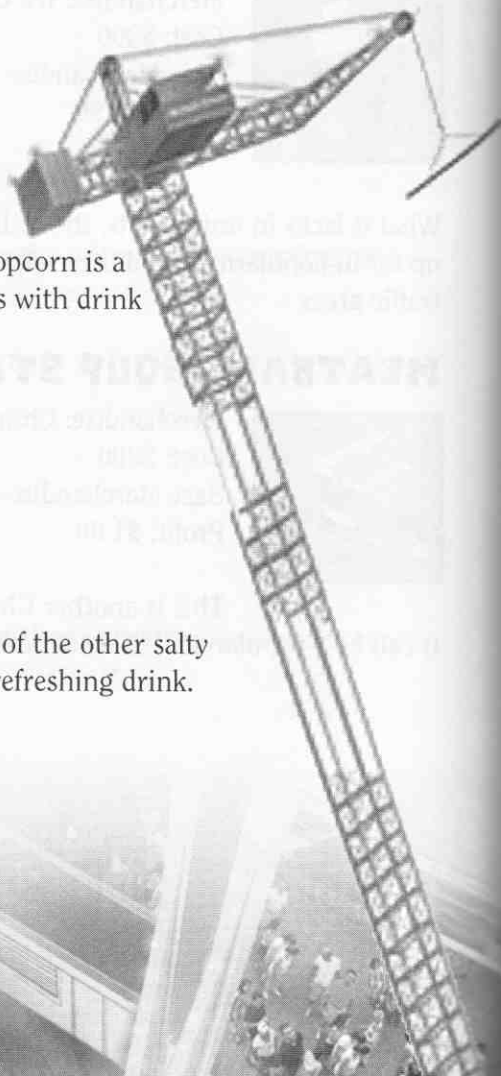
Popcorn stalls are another good addition to a new park. Popcorn is a light snack with plenty of salt content. Operate these stalls with drink stalls nearby.

PRETZEL STALL



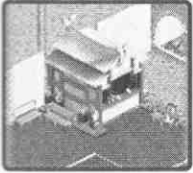
Merchandise: Pretzels
Cost: \$300
Base Merchandise Price: \$1.10
Profit: \$0.60

The profit margin isn't as great as some of the other salty snack foods, but pretzels still leave your guests craving a refreshing drink.





ROAST SAUSAGE STALL



Merchandise: Chinese-style roast sausage

Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$1.00

Finally, here's a Chinese-style food with high profits—not to mention plenty of salt content. These stalls aren't as popular as burger bars, but the profits make them just as attractive.

SEAFOOD STALL



Merchandise: Fried Tentacles

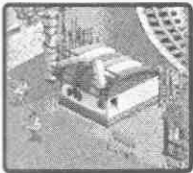
Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$0.40

This is for your more adventurous guests. But don't make this the staple food of your park. The low profits and popularity make running this stall costly. If you decide to build one, add plenty of litter bins nearby—otherwise your footpaths may become messy.

SUB SANDWICH STALL



Merchandise: Fresh submarine sandwiches

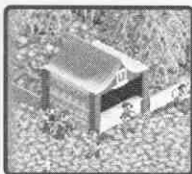
Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$1.00

This appeals to those looking for a break from unhealthy fried foods. It offers a good value for your customers, and a hefty profit for you.

WONTON SOUP STALL



Merchandise: Wonton Soup

Cost: \$300

Base Merchandise Price: \$1.50

Profit: \$1.10

Wonton soup produces a nice profit and sells well in cold weather. Provide plenty of benches nearby—soup can be difficult to eat while walking.

Drink Stalls

COFFEE SHOP



Merchandise: Coffee

Cost: \$250

Base Merchandise Price: \$1.20

Profit: \$0.90

A coffee shop is vital in cold weather. Guests also flock to the shop during rainstorms. Place a coffee shop next to each of your information kiosks and watch your profits soar during nasty weather. Just be sure you have plenty of restrooms.

DRINK STALL



Merchandise: Soft Drinks

Cost: \$250

Base Merchandise Price: \$1.20

Profit: \$0.90

This is a standard drink stall that sells soda. These are good stalls to place alongside your salty food stalls. Because of their popularity, broad appeal, and availability, place a few of these around your park. Along with coffee, soft drinks provide the largest profit margin among beverages.



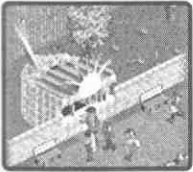
HOT CHOCOLATE STALL



Merchandise: Hot Chocolate
 Cost: \$250
 Base Merchandise Price: \$1.20
 Profit: \$0.80

This is another beverage stall popular in cold weather. Shut it down during the summer months and reopen it as the mercury drops in the fall.

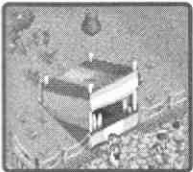
ICED TEA STALL



Merchandise: Iced tea
 Cost: \$250
 Base Merchandise Price: \$1.10
 Profit: \$0.80

Like lemonade, iced tea is a popular drink during warm weather.

LEMONADE STALL

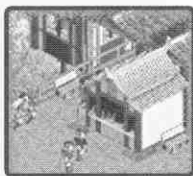


Merchandise: Lemonade
 Cost: \$250
 Base Merchandise Price: \$1.20
 Profit: \$0.80

The lemonade stall provides more beverage variety. Lemonade relieves thirst quickly and can even increase happiness. These stalls are most successful in hot, dry environments.



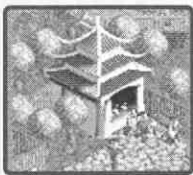
SOYBEAN MILK STALL



Merchandise: Soybean milk
Cost: \$250
Base Merchandise Price: \$1.20
Profit: \$0.80

Soybean milk is a specialty item, so don't go overboard with these stalls. Place them along high traffics areas where they get a broad exposure.

STAR FRUIT DRINK STALL



Merchandise: Star fruit drinks
Cost: \$250
Base Merchandise Price: \$1.20
Profit: \$0.80

These stalls provide more tasty sweet drinks to keep your guests hydrated and happy. Build them alongside your Chinese food stalls and pagoda theme objects.

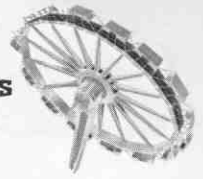
SUJONGKWA STALL



Merchandise: Korean-style Sujongkwa drinks
Cost: \$250
Base Merchandise Price: \$1.20
Profit: \$0.90

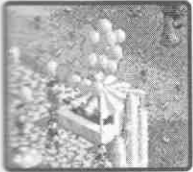
Build these in specific theme areas and along high traffic footpaths.





SOUVENIR SHOPS

BALLOON STALL



Merchandise: Balloons

Cost: \$200

Base Merchandise Price: \$0.90

Profit: \$0.60

Balloons are popular with guests, so build one of these stalls and watch guests with balloons wander around your park. This can be useful for watching the flow and concentration of your guests in certain areas. Build balloon stalls in different areas of your park, each with different color balloons, and monitor how the guests move around. If your park's paths and transportation systems are effective, you should see an even mixture of different balloon colors.

HAT STALL



Merchandise: Large foam hats

Cost: \$200

Base Merchandise Price: \$1.50

Profit: \$0.60

These large foam hats look pretty silly, but your happier guests seem to like them. As with the balloons, you can change the hat colors.

SOUVENIR STALL



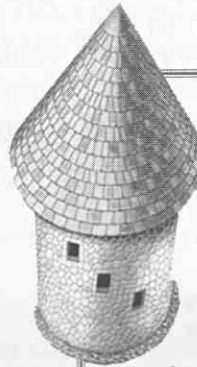
Merchandise: Cuddly toys, umbrellas

Cost: \$200

Base Merchandise Price: Cuddly toys cost \$2.50; umbrellas cost \$2.50

Profit: Cuddly toys, \$1.00; umbrellas, \$0.50.

The items sold in the souvenir stall usually appeal to your happiest guests. Your guests can purchase umbrellas here and at information kiosks. Keep your umbrella prices the same at both so they don't compete against each other. But make the umbrella colors different so you can easily see which stalls are selling the most.



TIP

When balloons slip out of your guests' hands, they float skyward. Pop released balloons by clicking on them. Try clicking on ducks flying by, too, and see what happens.

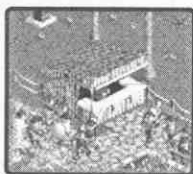
SUNGLASSES STALL



Merchandise: Sunglasses
 Cost: \$200
 Base Merchandise Price: \$1.50
 Profit: \$0.70

Don't expect to sell many sunglasses in rainy weather. Otherwise, these stalls do a respectable business. Build them near your park's entrance next to your information kiosks.

T-SHIRT STALL

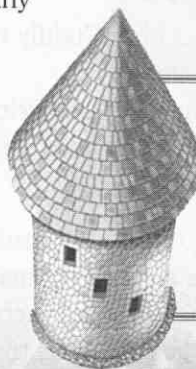


Merchandise: T-shirts
 Cost: \$200
 Base Merchandise Price: \$3.00
 Profit: \$1.00

Happy guests are most likely to buy T-shirts, so place these stalls near the exits of popular rides. You can also change the color of the shirts. Guests are so happy with their new shirts that they'll put them on at the stall.

Income & Costs

At the start of most scenarios, you won't need very many shops and stalls. You should be concerned with more pressing issues. Concentrate on building park necessities such as information kiosks and restrooms. Don't worry about opening food or drink stalls until the park's second month of operation. Still, it might be a good idea to build them, then open them as needed.



TIP

Unlike rides, constructing new shops and stalls does not increase the park value.

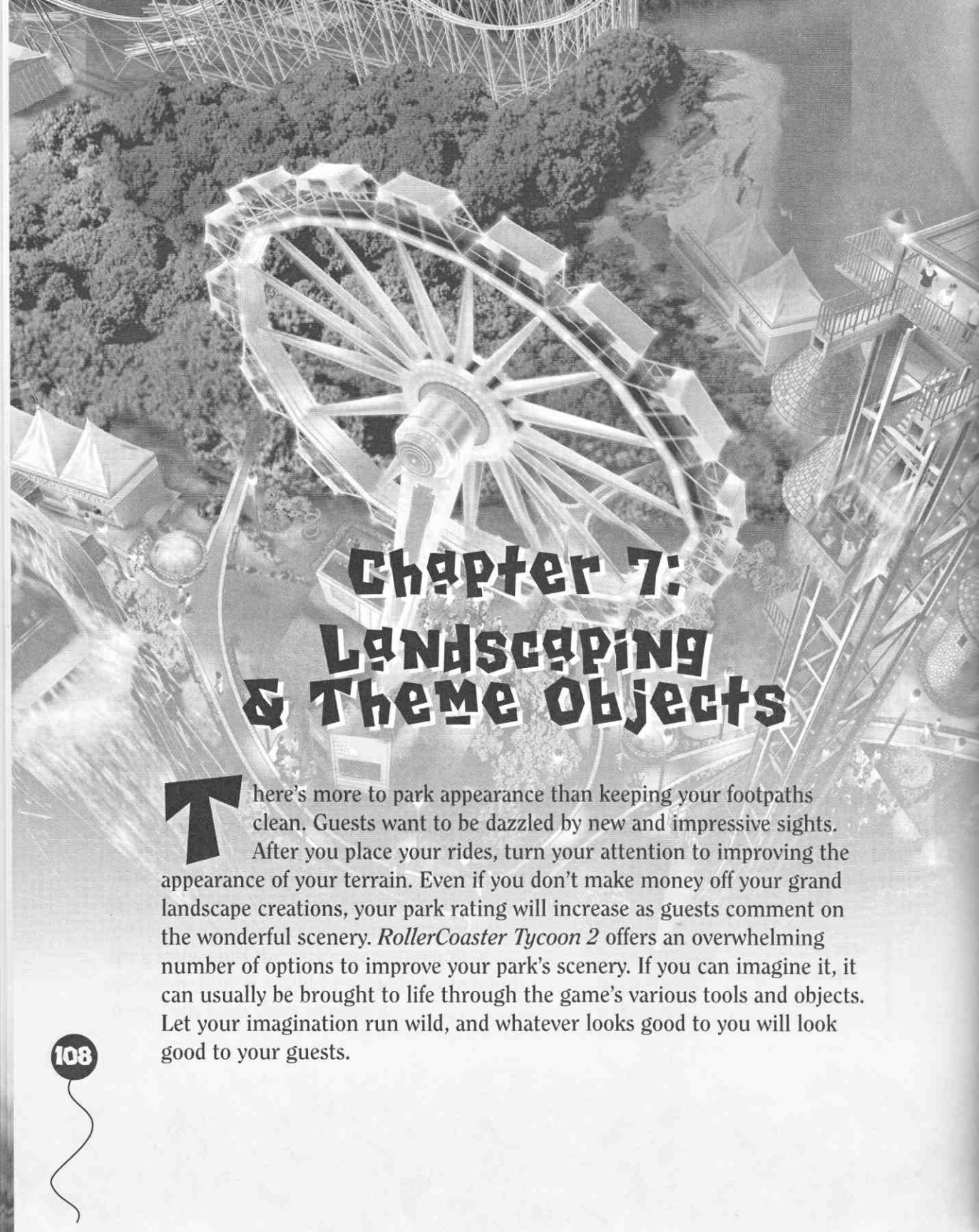


Each shop or stall costs about \$50 per hour to operate (with the exception of cash machines and first aid stations, which operate for free). Try to ensure that each stall is breaking even. There's no point in leaving a stall open if it's losing money. However, if a stall is pulling its own weight or nearly breaking even, consider leaving it open. As noted, some shops and stalls have seasonal appeal. Instead of demolishing them at the end of each season, simply shut them down until next year. For example, a hot chocolate stall will probably be more successful in the months of March and October than in June and July. As long as the shop or stall is closed, it won't incur operational costs. However, it continues to depreciate the longer it sits there.

Customer Feedback

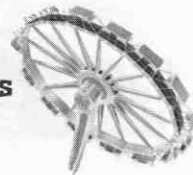
Your guests will let you know what they think about your shops and stalls. Access this information with the Customer Information tab in the stall's window. Here you can view the stall's popularity and the customer satisfaction. Don't expect high popularity ratings from stalls, but make sure the satisfaction is fairly high. This represents how good of a bargain your guests perceive they're receiving from your stall's merchandise. The default prices yield about a 60–70 percent satisfaction rating. If you raise prices, the satisfaction rating will fall. Try to keep the satisfaction rating above 50 percent. If satisfaction drops below that, lower your prices until it increases. But mind your profits too. If you can't provide a 50 percent satisfaction rating and break even, consider replacing the stall with something better.

You can also view what your guests think about your stalls by reading their thoughts. This is accessed in the Customer Information tab. As long as guests feel your merchandise is a "good value" you're okay. But if they begin complaining about prices, take some price-cutting measures.



Chapter 7: Landscaping & Theme Objects

There's more to park appearance than keeping your footpaths clean. Guests want to be dazzled by new and impressive sights. After you place your rides, turn your attention to improving the appearance of your terrain. Even if you don't make money off your grand landscape creations, your park rating will increase as guests comment on the wonderful scenery. *RollerCoaster Tycoon 2* offers an overwhelming number of options to improve your park's scenery. If you can imagine it, it can usually be brought to life through the game's various tools and objects. Let your imagination run wild, and whatever looks good to you will look good to your guests.

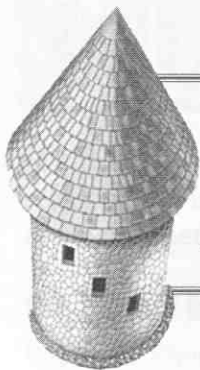


Guests will thank you for your landscaping efforts with an increase in your park's rating.

Terrain Modification

Modifying terrain isn't as fun or creative as placing new gardens and theme objects, but it's one of the fundamental elements of park construction and landscaping. Before beautifying

your park, familiarize yourself with different ways to sculpt the land. The basic terrain unit in the game is the block. These 10x10x10-foot cubes make up the entire landscape. Each map is a massive three-dimensional grid filled with these little blocks. You can raise, lower, and slope each block in any direction, giving you versatility.



TIP

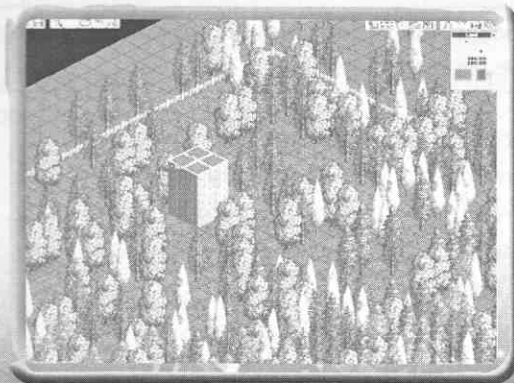
Pressing **[8]** toggles land elevation markers on and off.

RAISING/LOWERING LAND

Whether you're constructing a tunnel or digging an area for an artificial lake, altering the terrain's elevation is an important skill. This is the Shovel tool, located along the top of the screen. Clicking on this tool turns the mouse pointer into a shovel icon, indicating the current mode. While the shovel icon appears, you can only raise, lower, and slope land.

Raising and lowering land is as easy as clicking and dragging.

To raise a piece of land, place the icon over a block of land until the block's perimeter is highlighted in white. While the block is highlighted, left-click and drag upward. To lower land, do the same thing, but drag the mouse down instead of up. Land is lowered and



raised in increments of 5 feet. It can be raised to a maximum height of 120 feet and lowered to a depth of -30 feet. You increase the number of land blocks affected by this action in the window labeled Land, which opens when you click the Shovel tool. Click on the + button labeled Adjust Larger Areas of Land. Here you can choose to raise/lower areas as large as a 5x5-block section. Be careful when adjusting such large areas of land. Raising or lowering a block of land by 5 feet costs \$20. The same operation conducted over a larger area can reach as high as \$500!

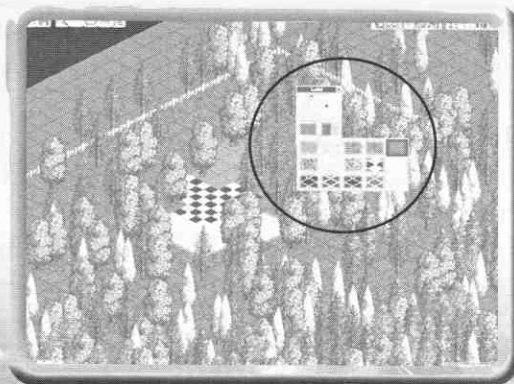
OTHER LAND OPTIONS

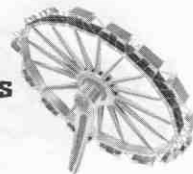
The Land window shows two color swatches at the bottom. The one on the left allows you to choose the type of land surface you want. Left-click and hold down on this button to see the available options and prices. Here's what you'll find:

- * Reddish Dirt: \$11 per tile
- * Sand: \$11 per tile
- * Brown Dirt: \$8 per tile
- * Brown Dirt with Clumps of Grass: \$11 per tile
- * Grass: \$30 per tile
- * Gray Rock: \$12 per tile
- * Tan Rock: \$10 per tile
- * Red Rock: \$10 per tile
- * Black & White Checker Pattern: \$10 per tile
- * Ice: \$13 per tile
- * Red Grid: \$11 per tile
- * Yellow Grid: \$11 per tile
- * Purple Grid: \$11 per tile
- * Green Grid: \$11 per tile

Look at the various ground coverings available in the Land window.

Grass is the most expensive. To change the surface of a tile, choose the type of ground covering you want, then click on any block. Speed up the process up by increasing the affected area.





When raising and lowering terrain, you can also change the type of land exposed along the vertical edges. Click on the right button in the Land window to change from the default dirt setting. There are four options: dirt, wood, gray wood, and ice. Wood, gray wood, and ice cost an additional \$10 per block. These extra options are nice when building tunnels or whenever you need to elevate on lower land. They give the modified terrain a more finished and professional look. But this is costly, so use the option only when exposed vertical pieces of land are part of your permanent design.



Sloping a small corner of a block costs as much as lowering or raising it a full level.

The Shovel tool also slopes individual blocks and removes scenery from the map. To add a slope to a block, move the mouse over one until a single corner is highlighted. Drag up or down to slope it. Increasing or decreasing the slope of one corner costs \$20—the same amount it costs to raise or lower an entire block! Use sloping techniques sparingly, such as when you need to

fine-tune a piece of unsightly terrain. The Shovel tool lets you remove individual objects and scenery. This is fine for removing a few objects, but there's a better tool for wiping out whole areas of scenery.

CLEARING SCENERY

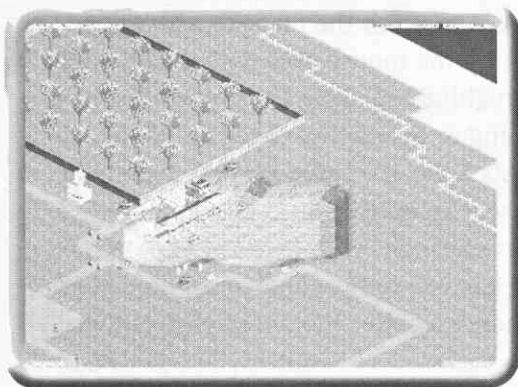
While the Shovel tool efficiently clears out single trees and other objects, the Clear Scenery tool is designed specifically for leveling large areas. Find the button at the top of the screen with the bulldozer icon to activate this option. This allows you to clear large areas of land with a single click. Use the + and - buttons to adjust the size of area you want to clear, then move the mouse over the map. A cost estimate shows you how much it will cost to remove everything in the highlighted area.

Different objects cost more to remove than others. For example, a Montezuma pine costs more to remove than a black poplar tree. Costs vary depending on what objects are in the bulldozer's path. When you're satisfied with the highlighted area and costs, click once to wipe

out everything in the specified area. This clears out trees and other small objects, but it won't work on large scenery objects, footpaths, or rides. You have to take care of those objects individually. Use this tool only when necessary. Remember, keep as many natural objects as possible.

ADDING WATER

In some parks, water already exists in the form of lakes, ponds, and rivers. But other parks are void of any natural water, making it that much more important to add some. Not only is water essential for particular water rides like rowing boats and jet skis, it enhances the excitement ratings of your land-based rides and increases your park rating. However, adding water costs \$25 per block, so plan for maximum effectiveness.

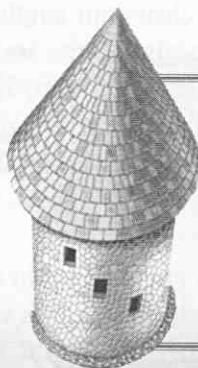


Water is a must for certain water rides.

For a lake or pond, start by digging a hole. Use the Shovel tool to lower the land where you want the water to be. It's possible to make the hole deep, but there's no benefit to deep water, unless you like wasting money. Rides operate the same over a shallow 5-foot-deep body of water as they would over one 10 times as deep. To keep your costs low, lower the land one level, or 5 feet.

Adjust the size of the hole you dig in the Land

window. This speeds up the digging process, but it leaves the hole looking blocky and unnatural. For a more natural or random shape, slope particular blocks and edit the overall shape with the Shovel tool. Even if a block is sloped in such a way that only half of it gets filled with water, you'll still be charged the full \$25.



TIP

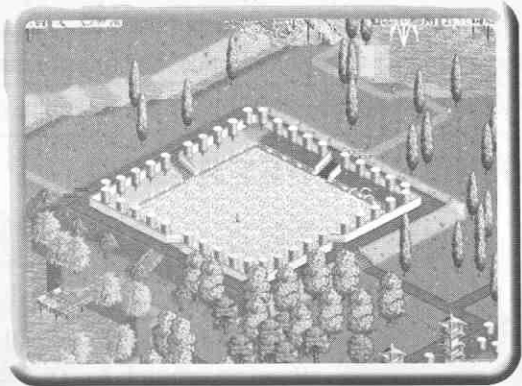
Some scenarios offer different colors of water. In the Scenario Editor you can choose between acid green, green, natural, and orange water. Each scenario is limited to one color.



When you're satisfied with the size and shape of the area, fill it with water. Select the Water tool from the top of the screen and adjust the area size you want to work with. Starting at an edge, click and pull upward as if you were raising land. Be careful as you pull up or you could end up with a water level that rises above your excavated piece of land. That would defeat the purpose of digging the hole in the first place. It is possible to raise columns of water out of the land, but it doesn't look good, and if you were planning on using it for a ride, you'd have to build your queue up to it.

Use water as a regular landscaping tool. Jumping fountains make a nice addition.

Building lakes and other large bodies of water is expensive and unnecessary. But don't let that dissuade you from using water on a smaller scale. Build little pieces of water along footpaths. Fill sizable reflecting pools near your rides or in the empty spaces left over after building a queue. As long as water is visible to your guests, it has a beneficial impact on your park's scenery and rating.



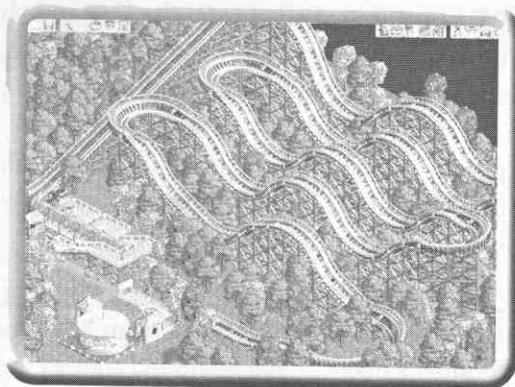
ORGANIC SCENERY

TREES

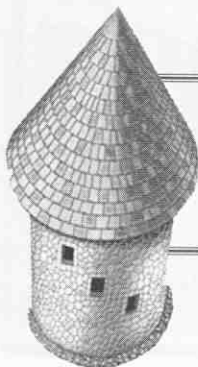
Trees are usually an abundant naturally occurring feature of parks. But just because a park already has trees doesn't mean you should be satisfied. Even if you're careful to preserve trees while constructing new rides, plant more along your footpaths and near your rides. Guests enjoy trees in areas where they're eating, so plant a few near benches. Trees also enhance your rides. Planting trees next to a roller coaster's track increases its excitement rating.

Trees and roller coasters *can* coexist! All the trees bump up this coaster's excitement rating a full point.

RollerCoaster Tycoon 2 offers more than 30 different trees to choose from, each with its own price. Be careful with your selection and placement—after a tree is planted, it can't be moved. Trees should be the final addition to any permanent landscape feature. Try to keep your costs below \$20 per tree. More expensive trees look nice, but their benefit isn't significant enough to justify the price.



OTHER VEGETATION



TIP

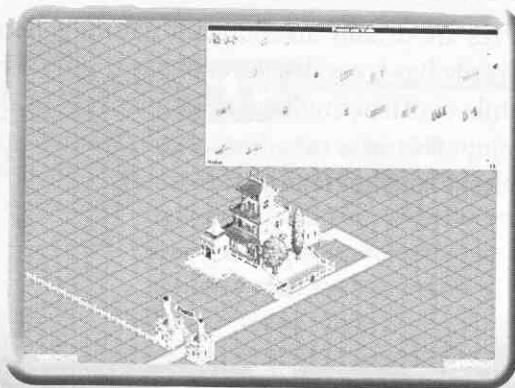
The topiaries look attractive around gentle rides.

Shrubs, bushes, and hedges offer more variety to your landscaping endeavors. Most shrubs and bushes are small, taking up only a quarter of a single tile. Plant them along footpaths or around the perimeter of certain rides. Hedges can work the same as fences or simply cover up something that looks kind of ugly. Like fences they can only be built along the edge of a tile. To hide the supports of your elevated footpaths and queues, build a line of hedges along the offending tile edges to cover things up.

Use hedges to cover up the ugly supports of your elevated footpaths and queues.

GARDENS

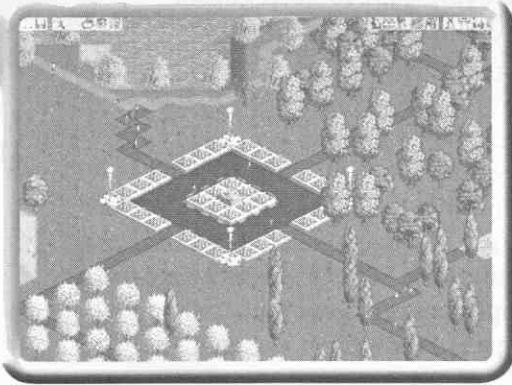
Gardens bring a wide array of colors to your park's landscape, more so than other landscape additions. Although they differ in size, the average garden takes up an entire tile, filling it with vibrant flowers. Due to their size, gardens





fill in empty spots perfectly. Sometimes after constructing a ride and queue you'll have a few empty tiles left over, where nothing else can be built. These spaces are prime candidates for gardens. You can also build wide areas or mini parks with gardens sprinkled about.

Guests appreciate looking at gardens while they eat, so place a few around food stalls. Or, make them an integral part of a food court. Gardens must be watered by your park's handymen or they'll wither. But, if a park receives an above-average amount of rainfall, your gardens should do okay on their own. To be safe, assign passing handymen to water them.



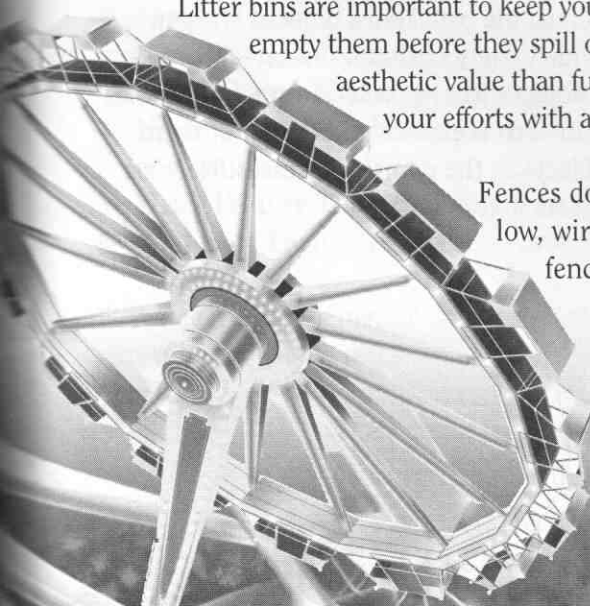
Imaginative gardens create impressive displays.

Footpath Additions

Benches, lamps, and litter bins are a few of the items you can place along your footpaths. Of all the items available, benches are the most valuable since they allow your guests to rest when they're tired, recover when they're nauseous, and relax while they enjoy your park's fine food.

Litter bins are important to keep your paths clear of garbage. Order your handymen to empty them before they spill over and create a mess. Lamps provide more of an aesthetic value than function, but your guests still appreciate them and reward your efforts with an increase in the park rating.

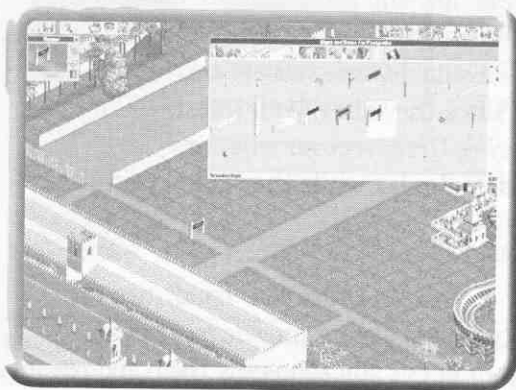
Fences don't have a function outside of aesthetics. Build a few low, wire fences around bodies of water or some decorative fences amongst your elaborate gardens.



SIGNS

Each ride has a sign in front of its queue, but you should place more prominent signs over your footpaths. Each available sign has a different look and theme, so match them to your rides and areas. Place signs over any footpath. When a sign is placed, the Banner window opens, allowing you to change the sign's text, text color, and function. What a sign says is entirely up to you. The text you enter continuously scrolls across the sign.

A useful function for signs is to restrict access to certain areas of your park. Click the No Entry button on the right of the Banner window to prevent guests from traveling past the sign. This works when you want to keep guests from wandering into undeveloped areas of your park. But at \$30 per sign, it might be more cost-effective to remove a single footpath tile—this accomplishes the same thing, and you get back \$10. To edit a sign's text or function, right-click it to open the Banner window—left-clicking only opens the windows of passing guests.



You can use signs to keep guests from accessing undeveloped areas of your park, although removing a footpath tile is cheaper.

Themes

In addition to the usual park objects, the game offers a wide variety of themes, each with different objects. There's a set number of themes available in each scenario, and not all of them

are available at the beginning. Research new theme objects as the game progresses. Here's a listing of each theme and a brief description of the objects it contains:



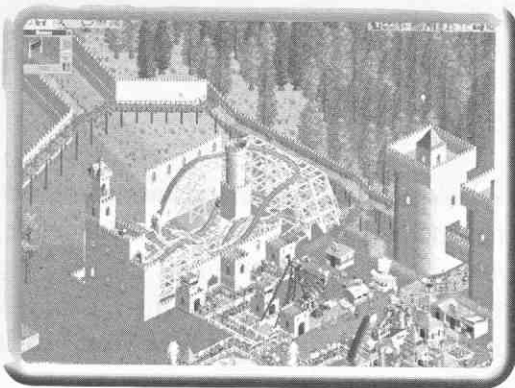
- * **Abstract Theme:** 13 objects—geometrical sculptures and glass building elements
- * **Candyland Theme:** 18 objects—a variety of giant pieces of candy
- * **Classical/Roman Theme:** 12 objects—classical statues, columns, and a giant Roman Colosseum
- * **Creepy Theme:** 17 objects—giant pumpkins, a skull, walls, gates, “creepy” statues and trees
- * **Egyptian Theme:** 12 objects—a large Sphinx, a pyramid, and various stone columns, structures, and statues
- * **Giant Garden Theme:** 10 objects—oversized plants and insects
- * **Jungle Theme:** 21 objects—unique jungle plants and trees along with wooden fences and rusty roof pieces
- * **Jurassic Theme:** 12 objects—dinosaurs, bones, and fences
- * **Martian Theme:** 9 objects—gold-colored alien objects and a large volcano
- * **Mechanical Theme:** 22 objects—rotating cogs, animated flames, and other steel industrial objects
- * **Medieval Theme:** 31 objects—castle walls, towers, structures, tents, and a few smaller objects
- * **Mine Theme:** 21 objects—rustic structures and items
- * **Pagoda Theme:** 14 objects—Eastern pagoda-style buildings, statuary, and trees
- * **Pirate Theme:** 14 objects—pirate ship, treasure chests, cannon, cannon balls, pirate flag, and building elements
- * **Six Flags® Theme:** 7 objects—signs for Six Flags® rides and ornamental structure elements
- * **Snow and Ice Theme:** 20 objects—giant snow flakes, igloo, snowman, several snow-frosted objects, and a large, impressive ice palace
- * **Space Theme:** 13 objects—futuristic and retro space vehicles, buildings, building elements, and alien-like trees
- * **Spooky Theme:** 13 objects—similar to the creepy theme but with more skulls, skeletons, tombstones, and dead trees
- * **Sports Theme:** 12 objects—huge sports objects like footballs, a soccer ball, and badminton rackets
- * **Urban Theme:** 10 objects—various modern buildings including office buildings, tenements, and houses
- * **Water Feature Theme:** 6 objects—waterfall, water spout, ice cube, and fountains
- * **Wild West Theme:** 10 objects—covered wagons, gallows, a totem pole, and Wild West—style structures
- * **Wonderland Theme:** 27 objects—large colorful mushrooms, chess pieces, playing card walls, and candy trees

Fill in available space around your rides with appropriate theme objects.

Adding themes to your park and rides is one of the more fulfilling and creative options available. But given the numerous options, deciding on a theme is tough. Do you want to implement a park-wide theme or contain it to a certain area or ride? The deciding factor usually comes down to how much money you have to spend. Individual theme objects are relatively cheap, but things add up fast. Don't implement a theme all at once. While constructing a ride, leave some open land for theme objects and put them in place when you have extra cash.



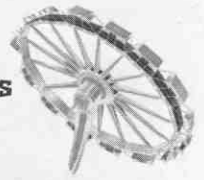
When possible, make logical connections between your themes and rides. For example, use pirate theme objects next to the pirate ship ride. Or place mine theme objects around the queues and tracks of your mine train coaster. Mix and match themes that might overlap too. The objects in the spooky and creepy themes are good examples of this. Use them to spruce up the surroundings of a haunted house attraction. For every ride you place, there's usually a corresponding theme that works well. Experiment—there's no right or wrong way when it comes to themes.



Let your rides and environment determine what type of theme to use.

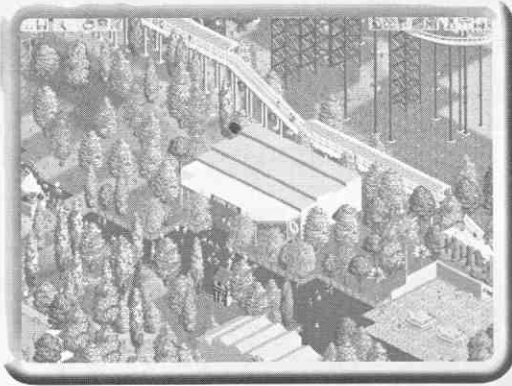
Themes are enhanced by the surrounding environment and other park additions. If you're stuck in a desert, try the Wild West or Egyptian theme. A Jurassic or jungle theme works well in a heavily wooded park. Entertainers in different costumes further reinforce a theme. For example, hire an entertainer dressed as a pirate in a pirate theme area or a knight in a medieval

area. Select an appropriate theme for your ride's entrances, exits, and stations by accessing the Color Scheme Options in the ride's window.



Buildings

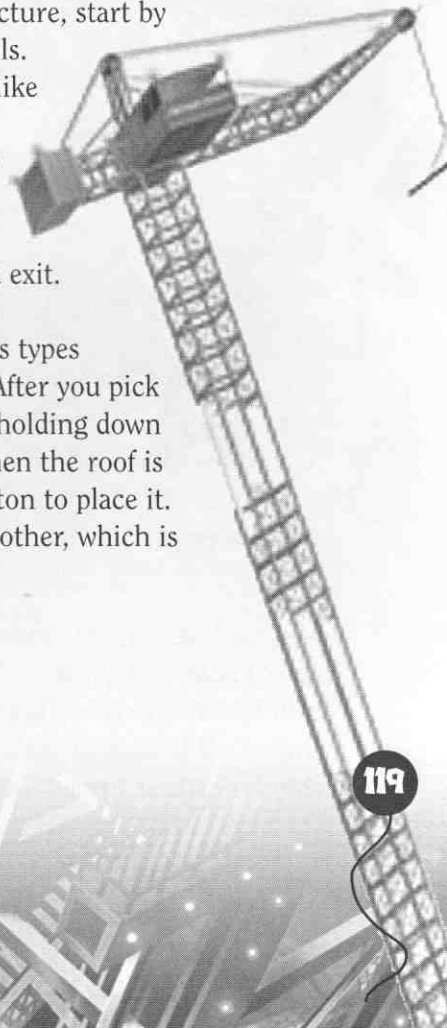
While browsing the various objects, you may notice a number of wall and roof sections. Pick some of these to construct simple buildings. Sometimes a fake building helps expand the theme of a certain area. At other times it's nice to have a functional building that guests actually walk into—this is especially useful during rainstorms. On a more complex level, you may even want to enclose portions of a ride. This is good for the gentler indoor rides like the haunted mansion or the ghost train.

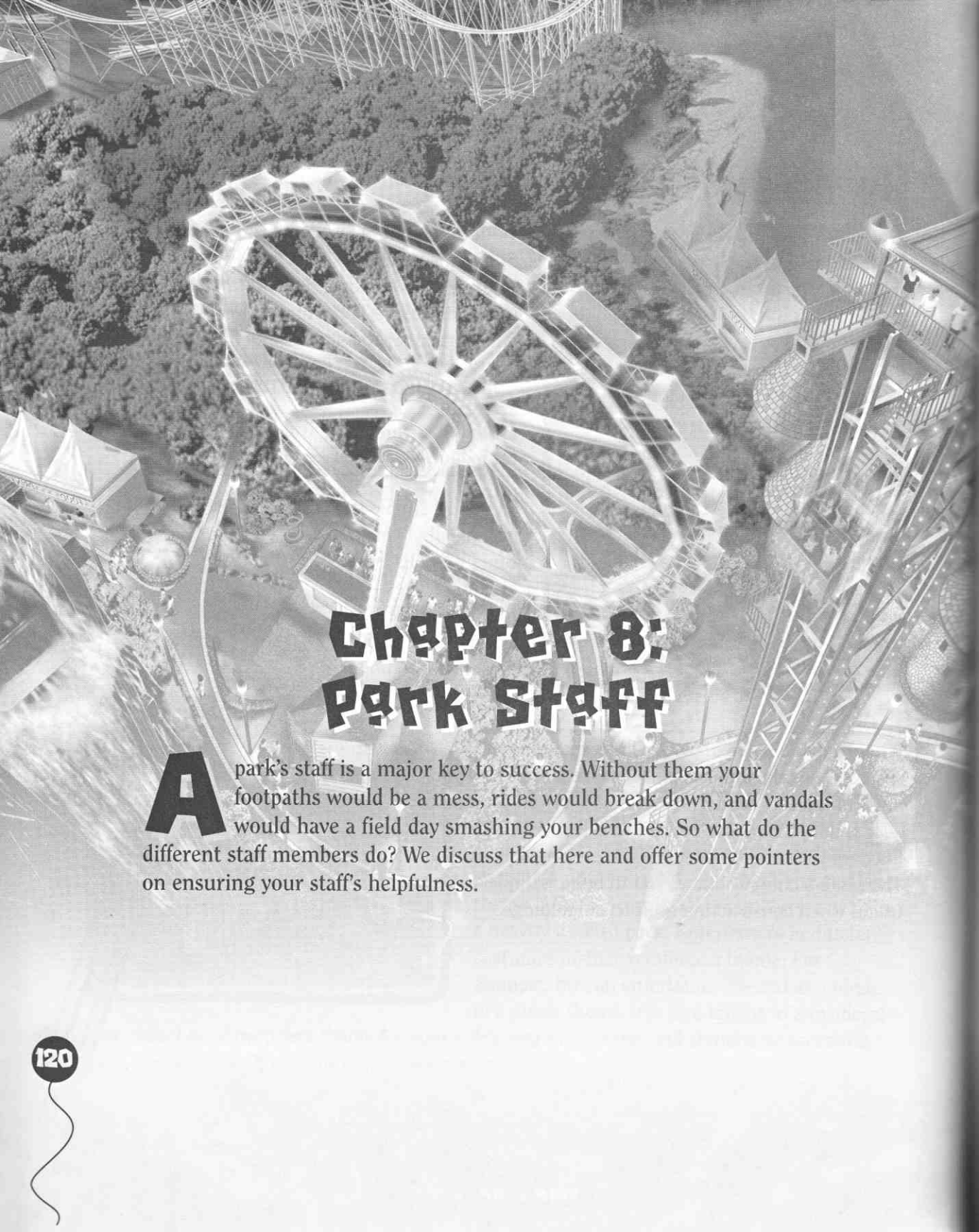


Custom structures such as this one allow guests to eat indoors—a nice place to be when it rains.

To build a simple structure, start by placing all of your walls. Building walls is just like building fences—they're built vertically along the edges of tiles. Leave room for footpaths to enter and exit.

When your walls are in place, find a suitable roof. There are various types available, so take into account the size and style of your building. After you pick out a roof piece, center it over the tile(s) you want covered. While holding down **shift**, drag the mouse upward to adjust the height of the roof. When the roof is lined up with the top of your wall section, click the left mouse button to place it. The same technique allows you to build wall pieces on top of each other, which is useful when constructing multilevel buildings.



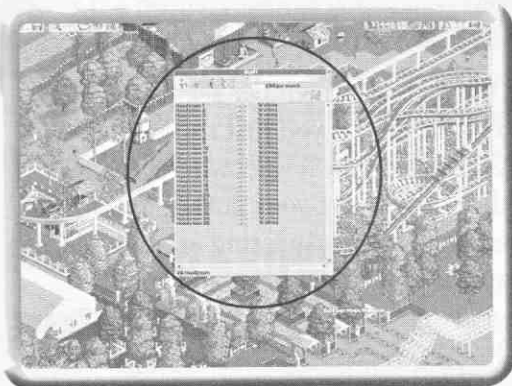


Chapter 8: Park Staff

A park's staff is a major key to success. Without them your footpaths would be a mess, rides would break down, and vandals would have a field day smashing your benches. So what do the different staff members do? We discuss that here and offer some pointers on ensuring your staff's helpfulness.



Hiring



The Staff window allows you to view your current staff and hire new employees.

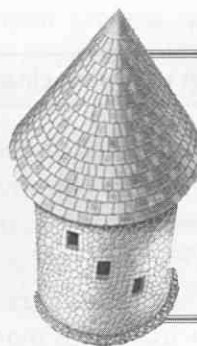
As soon as guests begin filtering through your gates, you'll want to hire a few employees. Do this by clicking on the Staff button in the top right—it has a picture of a handyman and a mechanic on it. This opens a new window with four tabs along the top.

The first tab has a handyman on it. Click the button labeled Hire New Handyman. A new

window appears and the mouse pointer turns into the pincers icon with a handyman dangling from it. Find a footpath near your park's entrance and click to place the handyman. When you drop him in place, he appears in the new window—where you change his orders and assign patrols. Repeat the same steps for hiring mechanics, security guards, and entertainers.

Assigning Patrol Areas

When employees roam the park, assign each a specific patrol area. If the Staff window isn't already open, click on a staff member to open it. It's similar to the Guests window, but with different options and functions. Look along the right side of the window for a footprint icon. Click it to set patrol areas.



TIP

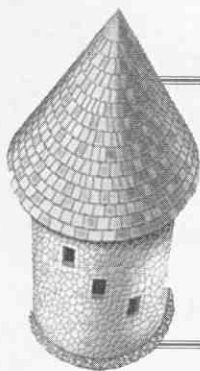
Changing the color of your staff's uniforms is one option in the Staff window.



Setting patrol areas makes park management easier.

Individual patrol areas are assigned in three-by-three-block sections. By placing one patrol area you're assigning that staff member to those nine blocks highlighted in blue. To expand the area, add another patrol area adjacent to the first one.

Continue building a patrol area until you're satisfied. Don't spread your staff too thin; limit your assigned patrol areas to specific sections. With the exception of handymen, your staff members can access only areas with footpaths.



TIP

Place patrols in tunnels, too. To do this, click on the terrain above a tunneled footpath.

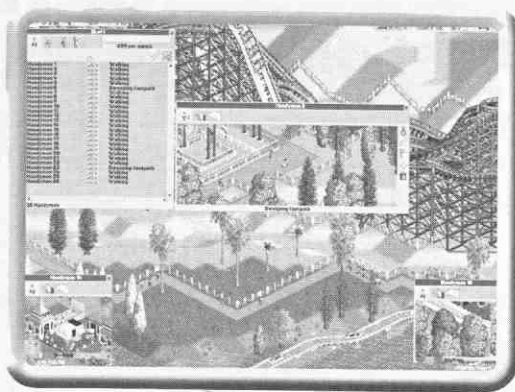
Placing patrols for each staff member seems tedious, but it saves you headaches. If you just throw staff members into your park, they'll walk wherever the footpaths lead them—just like your guests! You may have six or seven handymen wandering around one area while another area is covered in litter and vomit. It's not efficient to pick up your employees individually and place them where you want; you'll have to constantly babysit them to make sure they're doing their jobs! Instead, assign patrols for each new employee.

HANDYMEN

Cost: \$50 per month

Handymen keep your park clean.

Handymen should make up the bulk of your workforce. Their main objective is to keep your park clean. These employees are most efficient when assigned certain areas to patrol. High traffic areas generate more trash along your paths, so compensate with more handymen. Start with two or three handymen, then hire more as your park attendance grows. Clicking the Orders tab at the top of a handyman's window brings up a list of tasks. Check or uncheck the boxes to assign tasks.





SWEEP FOOTPATHS

This is the primary task of your handymen. You always appreciate your guests' patronage, but they don't clean up after themselves. They drop trash on your footpaths and continue on their way, or they double over and vomit all over the place. This is where your handymen come in. If you've selected Sweep Footpaths, a handyman sweeps up any unseemly mess he encounters. Anywhere your guests are, your handymen should be, too. This includes ride queues and all accessible footpaths.

WATER GARDENS



Water your gardens.

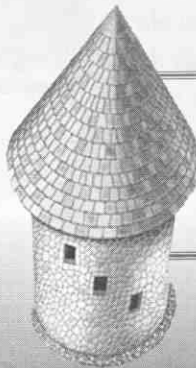
Gardens need water to survive. Handymen responsible for watering gardens water them as needed. Watering gardens takes a while, so hire an extra handyman with the sole task of watering areas with multiple gardens. A handyman tasked with watering too many gardens neglects more important tasks like sweeping paths and emptying litter bins.

EMPTY LITTER BINS

Providing litter bins helps keep your footpaths clean, but over time they become full and garbage spills out. Prevent this by having your handymen empty them. Whenever they pass a bin that is near (or at) capacity, they stop and empty it.

MOW GRASS

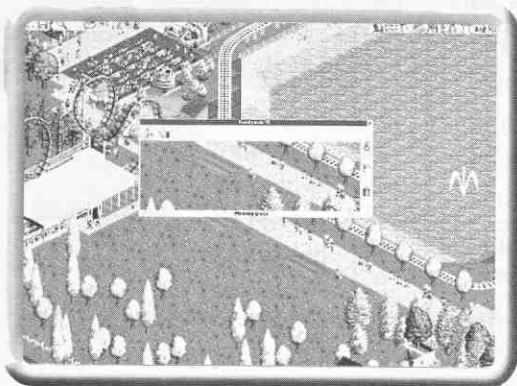
The grassy terrain in your park will grow. As it grows, weeds sprout, making the grass look uneven. Fortunately, the grass reaches a point where it no longer grows. Beyond the



TIP

When starting out, don't waste your time on mowing the grass. Your handymen have more important things to do.

aesthetic value, mowing the grass has no major impact on your park, and it is time-consuming. Mowing isn't necessary. When you first hire handymen, uncheck this box so they don't waste time mowing instead of sweeping.



Your handymen have more important things to do than mow large areas of grass.

Limit grassy areas to small plots along your footpaths where passing guests can enjoy them. Hire a specialist or two who focuses on mowing. Assign patrols or they'll wander all over your park mowing every block of grass.

Mechanics

Cost: \$80 per month

Use patrols to assign your mechanics to a set number of rides.

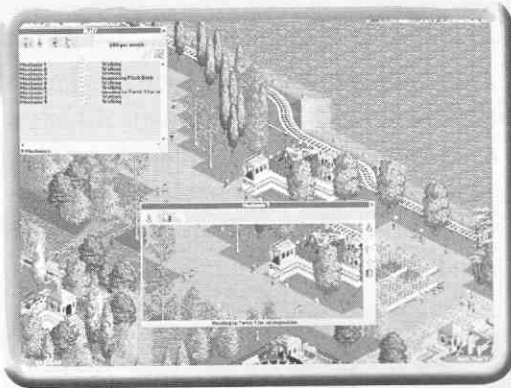
Mechanics aren't cheap, but they earn their pay by keeping your park's numerous rides safe and operational. Mechanics only interact with your park's rides, so you won't need many. Still, assign your mechanics a given number of rides by plotting patrols. Unlike your guests, mechanics access rides through the exits, so make sure your patrols include these areas. Mechanics have two major responsibilities: inspecting rides and fixing them.



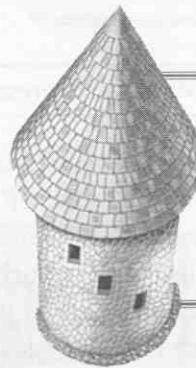


INSPECT RIDES

Inspecting rides isn't glamorous, but it's important. Always task your mechanics with this order to keep them busy while waiting for more pressing calls. Inspecting rides allows your mechanics to identify and fix problems before they result in ride malfunctions. Set ride inspection intervals for each ride by accessing a ride's window and clicking the drop-down menu under the Maintenance Options tab. A mechanic conducts inspections based on the time interval you choose. Complete inspections while the ride is open for business, making them useful and painless tasks from a park operator's perspective.



Rides that are inspected often are less likely to malfunction.



TIP

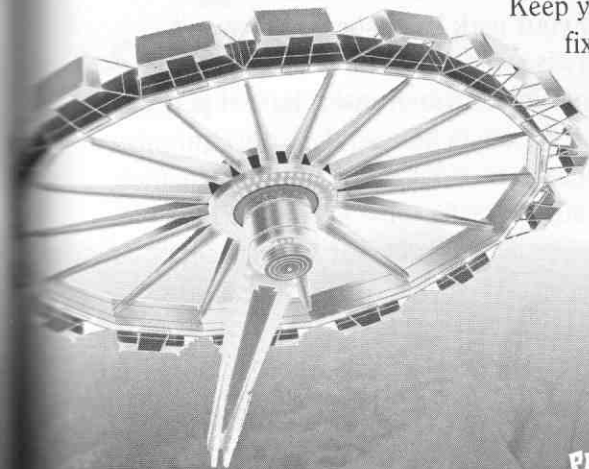
Each time you place a new ride, cover its exit by a mechanic's set patrol.

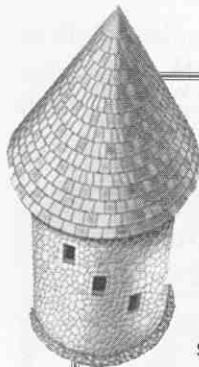
FIX RIDES

When a ride breaks down, your mechanics receive calls on their radios as long as the Fix Rides option is checked under their Orders tabs. When they answer a call, they head for the broken-down ride. However, their response time depends on the distance they have to travel.

Keep your patrols compact. A mechanic in the process of fixing a ride can't answer a new call until the repair is finished. No matter how many mechanics you have, they only answer calls within their own patrol area.

Consider having some overlapping patrols. That way if one mechanic is busy, another can respond.





TIP

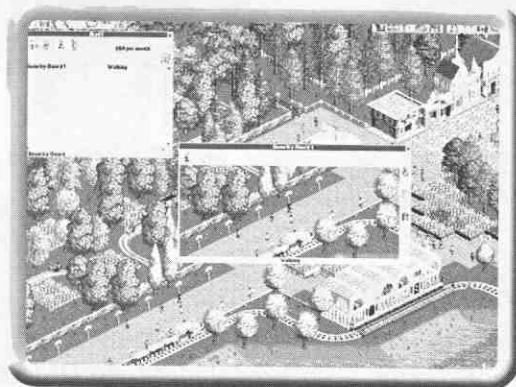
If you think you can increase your mechanics' response time by picking them up with the pincers and placing them next to the broken ride, think again. When you pick up mechanics, they lose concentration and forget where they were headed. They get their bearings after they receive a second radio call—when you set them down. Let them get to the broken ride on their own. If response time continues to be a problem, hire more mechanics and decrease the size of patrol areas.

Security Guards

Cost: \$60 per month

Security guards provide an authoritative presence.

Security guards prevent vandals from acting on their violent impulses. They deter crime with their presence. When a security guard is nearby, your guests won't act up. This makes security guards useful in parks where things aren't going well. Still, a security presence is a good idea for all parks as crowds get bigger and tempers run shorter.



The number of security guards you hire is based on necessity. There's no need to hire a personal police force if most of your guests are happy. If your park has issues that haven't been resolved, hire guards to patrol the footpaths. Otherwise your benches, lamps, and litter bins suffer the consequences. Security guards have no specific orders or tasks, but set patrol areas for them.

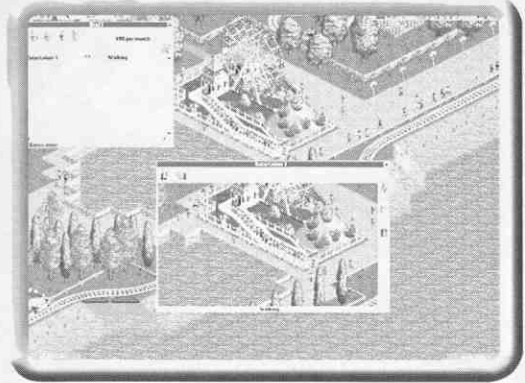


Entertainers

Cost: \$55 per month

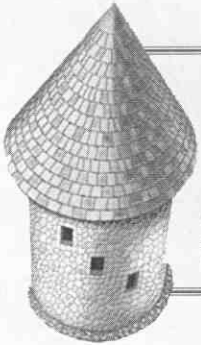
Entertainers make waiting in long lines more tolerable.

Entertainers walk around the park in big puffy costumes. Entertainers can increase the happiness of guests they encounter, which is useful in situations such as long queues. If your guests complain about waiting in line too long, assign an entertainer to work the crowd. It won't make the line move faster, but it will make the wait more tolerable. Because they have a positive impact on your park, entertainers can also raise a park's value. Don't overdo it—after you place 10 entertainers, the financial benefits level out.



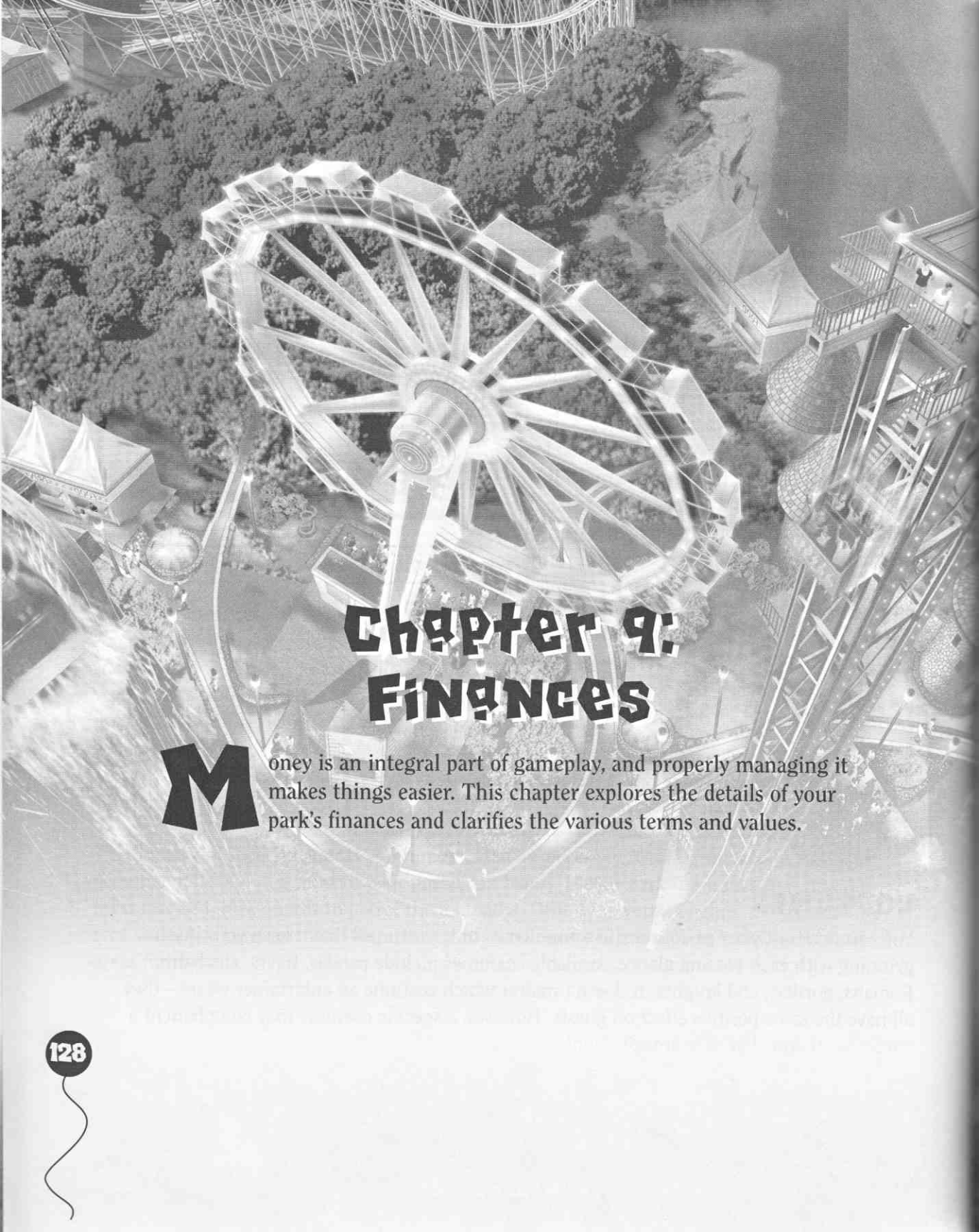
TIP

Placing entertainers near your park's gates is a good way to greet guests. It's also a last line of defense to keep guests in your park—entertainers can cheer up unhappy guests intending to leave.



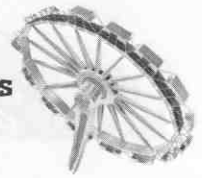
COSTUMES

You can deck out your performers in a number of nifty costumes that'll keep your guests grinning with each passing glance. Available costumes include pandas, tigers, elephants, Romans, gorillas, and knights. It doesn't matter which costume an entertainer wears—they all have the same positive effect on guests. However, a specific costume may complement a particular theme. Use your imagination!



Chapter 9: FINANCES

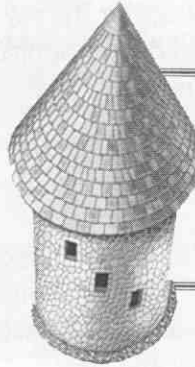
Money is an integral part of gameplay, and properly managing it makes things easier. This chapter explores the details of your park's finances and clarifies the various terms and values.



Income & Expenditures

Month	Income	Expenditure	Balance
January	10000.00	15000.00	-5000.00
February	12000.00	18000.00	-6000.00
March	15000.00	20000.00	-5000.00
April	18000.00	22000.00	-4000.00
May	20000.00	25000.00	-5000.00

The Financial Summary window lists the park's total income and expenditures.



TIP

The theme park season runs from the beginning of March till the end of October.

Where did all the money go? Or better yet, where did all the money come from? The Financial Summary window shows your income and expenditures. To open it, click on the cash readout in the bottom left of the screen. This lists everything you've spent and made money on in a given month. The window can display up to five months of data at a time, allowing side-by-side comparisons of present and past income and expenditures. It looks complicated, but most of these entries are self-explanatory. Let's take a look:

Ride Construction: The amount of money spent on ride construction. This includes the construction costs of shops and stalls. Any costs or credits for ride and stall removal also appear in this category. If you've built a pre-designed ride with theme objects, those costs are included here as well. Normally, costs of theme objects appear under Landscaping.

Ride Running Costs: The cumulative operational costs of running each ride, shop, and stall.

Land Purchase: If you purchased land, this row represents the cost.

Landscaping: This takes into account the costs of land modifications, gardens, trees, plants, footpaths, and theme objects.

Park Entrance Tickets: The amount you've collected from park entrance fees.

Ride Tickets: The amount you've collected from ride fees.

Shop Sales: How much money your souvenir shops have brought in.

Shop Stock: The cost of stocking your shops with merchandise.

Food/Drink Sales: How much money your food and drink stalls have collected.

Food/Drink Stock: The cost of stocking your stalls with specific food and drink products.

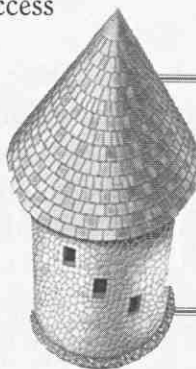
Staff Wages: Your payroll expenses. Wages are calculated and paid every week, or four times per month. Wages aren't prorated, so if you hire an employee before the week's pay period, you must pay that employee's full wage for the pay period regardless of the number of days worked.

Marketing: Money spent on advertising campaigns.

Loan Interest: The amount of money you're paying the bank in interest on your loan.

LOANS

Each park has a loan in place. Some are bigger than others, but regardless of size, your main focus should be on decreasing it. This is easier said than done, especially if your profit margins are low. Increasing a loan is easy. Access the Financial Summary window and view the loan amount in the bottom left corner. Next to the value are small up and down arrow buttons. Click the up arrow to increase the loan and the down arrow to make a payment. You can increase and decrease loans in increments of \$1,000.



TIP

The bank caps the amount of money you can borrow, so don't rely on loans constantly to get you out of financial pinches.



Increasing your loan can help fund a new roller coaster or other rides, but be wary of increased interest payments.

When should you take out more money? It depends on your main objectives. If you only have to worry about increasing your park rating and attendance, you don't need to be concerned about increasing your loan. But whenever you



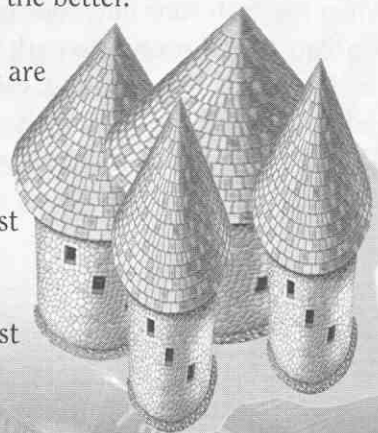
need to take into account financial objectives (such as park and company value), approach loans more conservatively. The only time a loan is justified is when you're broke or in need of funds for park improvements.

Many times it's tempting to increase your loan to build a new roller coaster. But the increase in your interest payment affects the overall profitability of the decision. On top of the ride's operational costs, consider the increased interest it'll cost per month to make your dream coaster a reality. Or think of it this way—the profit made off the first few loads of passengers (if you can charge for the ride) will go straight to the bank in the form of interest payments.

If you can manage the increased interest payments and operational costs and still make money, consider it a good business decision and begin construction. Then use the ride's profits to pay off the loan.

While loans provide money fast, the interest rates slowly cut into your profits. Interest rates are locked at five percent per year, which may not seem high, but the payments have a negative effect on your monthly profits. Here's a formula to calculate an estimate of your monthly interest payment: Take your loan value, multiply it by the interest rate, then divide that number by 8 (the number of months in a season). As the game progresses, the bank automatically siphons money out of your account to get its interest payment. This is nice because you're not faced with a big payment at the end of every month. Still, it's yet another constant drain on your funds, and the sooner you get rid of it, the better.

Decrease your loan whenever you have extra cash. If the funds are readily available, set a goal and pay off \$1,000 (or more) every month. However, making loan payments decreases your cash value, which in turn lowers your company value. So at certain times when it's critical to report these numbers at their highest possible values, it might not be prudent to make large loan payments. But as long as you replenish your cash value, your company value will recover. Plus, an overall decrease in interest payments helps all values remain high in the long term.



Cash Value

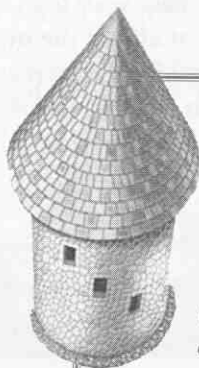


The amount of cash you have on hand is always listed in the box in the screen's bottom left corner. It also appears in the bottom left corner of the Financial Summary window. This value fluctuates constantly as you incur costs and accumulate income. Keep a minimum of \$2,000–\$3,000 around to help offset any unforeseen costs. It's possible to run your park with a negative cash value, but doing so comes with consequences you don't want to experience.

RUNNING IN THE RED

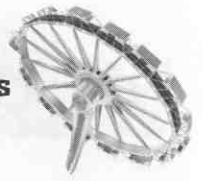
When the cash runs out, your park begins operating in the red. The most immediate consequence of running a park with a negative cash value is the inability to purchase anything. This is frustrating, especially if you find something as simple as a broken bench and can't afford the \$5 to fix it. You can increase your loan to get more cash, but the bank will only loan you so much. If you can't increase your loan anymore, there's only one thing left to do....

The Financial graph demonstrates the ever-changing state of your cash flow.



TIP

To get a better view of your cash flow, access the Financial graph by clicking on the second tab from the right in the Financial Summary window. This line graph shows the rise and fall of your cash over a 10-month period, revealing upward or downward trends.



LIQUIDATING ASSETS

When money stops flowing in, you need to take drastic steps to get back on your feet. You're actually surrounded by money. Each ride, stall, footpath, garden, and queue is worth something, and you can get a percentage of your initial investment back by demolishing or removing these elements.



If you're low on cash, delete any unnecessary footpaths—you get \$10 per block!

Start with footpaths. Do you need all of them? Study the park layout, find redundant paths, and remove them. You get \$10 back for each block you remove, which is a good return, considering you paid \$12 for them. The same goes for queues. But be careful when removing footpaths and queues—you won't be able to repair any mistakes until you're out of the red.

Demolishing underperforming rides is the next step. To decide what rides are unnecessary, look at the ride's popularity and profits. The number of guests in line is also a good indicator. Shut down the ride and make sure all of your guests have exited—they won't enjoy being on your ride when you destroy it. Demolishing rides is easy but permanent, so make sure this is the right choice before clicking on the trash can icon in the ride's window. After you click to demolish the ride, a value flashes on the screen where the ride once stood—this is the amount you get back. This value differs based on the initial cost of the ride and its age. All rides depreciate, so don't expect to get all your money back.



Park Value

The Park Value graph delineates the overall increase or decrease in your park's assets.

The park value is the total your park is worth if you had the opportunity to sell it. This value fluctuates as the game progresses, going down as rides depreciate. Everything you build in your park is included in the park value, and your park's rides are at the core of determining it. However, a ride's physical worth isn't the only factor. Characteristics like design, reliability, appearance, and popularity also affect its value. No matter how great a ride is, its value drops over time. You can delay the inevitable by making improvements or adding new theme objects, but eventually time will win and the ride's value will drop in unison with your park value.

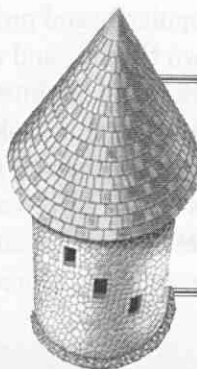


Because there's no way to halt depreciation, build new rides and attractions to increase your park's value. Take out old rides and replace them with new ones. Keep your park fresh, which is a good line of advice even if you're not concerned with park value.

Company Value

While park value encompasses just the total worth of your assets, company value covers everything. Think of it as the big picture of all your finances. Here's how the game calculates company value:

Company Value = Cash in Hand + Park Value - Loan



TIP

Park value goes down in a stagnant park, so keep building new rides and making improvements on existing ones.



Keeping available cash and park value high while limiting loans is the key to increasing company value. Sounds easy, but the hard part is maintaining a high park value—this makes up the bulk of company value. So in scenarios where you're required to meet a particular company value, proceed by raising the park value and paying off your loan. This is the most direct way to address company value requirements.

Marketing

Is your attendance dropping or leveling off? Up until this point your park has grown mostly on word of mouth, so run an advertising campaign to spark an increase in guests. To view the available advertising campaigns, click on the tab labeled Show Marketing Campaigns at the top of the Financial Summary window. It lists available campaigns and information on any campaigns currently running.

The Show Marketing Campaigns window indicates the status of current advertising campaigns as well as others available.

To run an ad campaign, choose one from the list and click on it. A window pops up, prompting you for more information. Choose the duration of the selected campaign. Each can be run for a minimum of two weeks and a maximum of six weeks. The costs of campaigns vary, so take this into account when

determining the duration—these projected costs are listed in the window. When you're satisfied, click on the button at the bottom to start the campaign. All advertising campaigns result in an increase in guests passing through your gates. You'll lose some money up front, but you make it up as more guests are dazzled by your park's rides and attractions.



VOUCHERS FOR FREE ENTRY TO THE PARK

Cost: \$50 per week

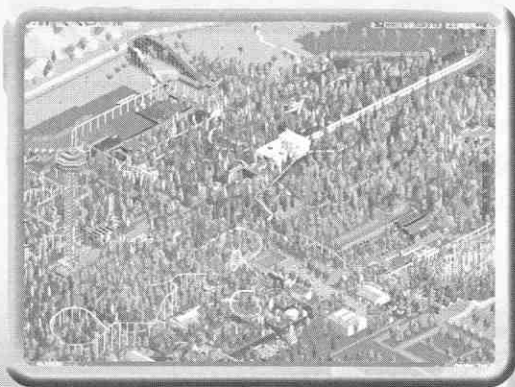
For a quick spike in attendance, open the park's gates to all comers. This campaign secures an increase in attendance—but at the cost of valuable admission fees. Are you willing to make that sacrifice? Providing free entry leaves your guests with more money to spend, so make sure you're prepared to take advantage of this opportunity. Raise your prices on some of your attractions while running this promotion.

This particular campaign is best employed during those last few frantic weeks of a scenario when money is no object and all you need is to increase your attendance by 100 guests. But as with all of the advertising campaigns, don't become overreliant on this one to push you over the limit. A gradual increase in attendance over an expanded period of time is the best way to meet attendance requirements.

VOUCHERS FOR FREE RIDES

Cost: \$50 per week

This campaign is valuable for promoting a particular ride, but it also helps direct guests to a certain area of your park. Assign the specific ride you want to offer free rides on when you set the duration of the promotion. Every ride in your park is eligible for this promotion, so strategize about which one would help you the most.



When offering free ride vouchers, pick rides toward the back of your park.

Guests with a ride voucher will head to that ride after entering the park. After they use their voucher, give them a good reason to stick around and spend more money. Make your vouchers good for rides toward the back of your park. This way even if they want to leave after



using their voucher, they have to pass by several other rides and stalls before they reach the exit. Chances are they won't be able to resist the temptation, hence becoming happy guests willing to spend more money.

VOUCHERS FOR FREE FOOD OR DRINK

Cost: \$50 per week

This campaign allows you get more devious. The default profit margins on foods and drinks aren't great, so you won't be out much money. Offering vouchers for salty foods like popcorn, fries, and pretzels increases drink sales by making your guests thirsty. Plus, these minor junk foods won't cost much to hand out for free. To make things more interesting while running this promotion, slightly increase the price of drinks—thirsty guests won't haggle. Doing so helps offset any losses incurred by the free food voucher.

VOUCHERS FOR HALF-PRICE ENTRY TO THE PARK

Cost: \$50 per week

This isn't the best campaign, but it increases attendance even if it does so at the cost of your park's biggest source of revenue. That means you have to find other creative ways to coax your guests out of the money they save. The more money they save on admission, the more money they have to spend on other attractions. Use this campaign early in the game to get people in your park. At this point, your park entrance fee is low, so you don't stand to lose as much. Plus, the promotion is fairly cheap when compared with others. Still, you may not want to forfeit income so early on.

ADVERTISING CAMPAIGN FOR THE PARK

Cost: \$350 per week

Although costly, this general campaign simply focuses on getting as many people into your park as possible. Of all the available options, this one is the best at increasing attendance while maintaining the cash flow of admission fees. After starting it, focus the main view on the edge of the map along the pathway where guests first appear. Notice the frequent clusters of guests scurrying toward your gates.

This campaign produces between 50–100 (over a two-week period). The campaign is good, but don't totally rely on it to pull you out of a tough pinch as you approach a scenario deadline. Due to its high cost, limit yourself to using it in parks where you can charge admission.

ADVERTISING CAMPAIGN FOR A PARTICULAR RIDE

Cost: \$200 per week

This one works like the voucher for a particular ride, but you won't lose any money. Follow the same strategy of choosing a ride deep inside your park as the centerpiece of the ad. Also use this campaign to bolster ridership on older rides with sagging popularity.

PURCHASING LAND

After building and expanding your park for a while, you may run out of room. Fortunately, you can purchase more land and keep expanding. However, it's not as straightforward as it sounds. Buying land is expensive. The actual costs vary based on the scenario, but land values of \$75–\$90 per block aren't uncommon. Not all pieces of land are for sale. Each map has an area designated for park expansion. Know which land is for sale before you construct on your park.

Land available for purchase has little white signs in each block.

View what's for sale by opening the Park Information window and click on the Buy Land button to Extend Park along the right. Zoom out on the main map view and search the perimeter of your property. When a block of land is for sale, a small white sign sticks out of it. To buy a block of land, click on it. When





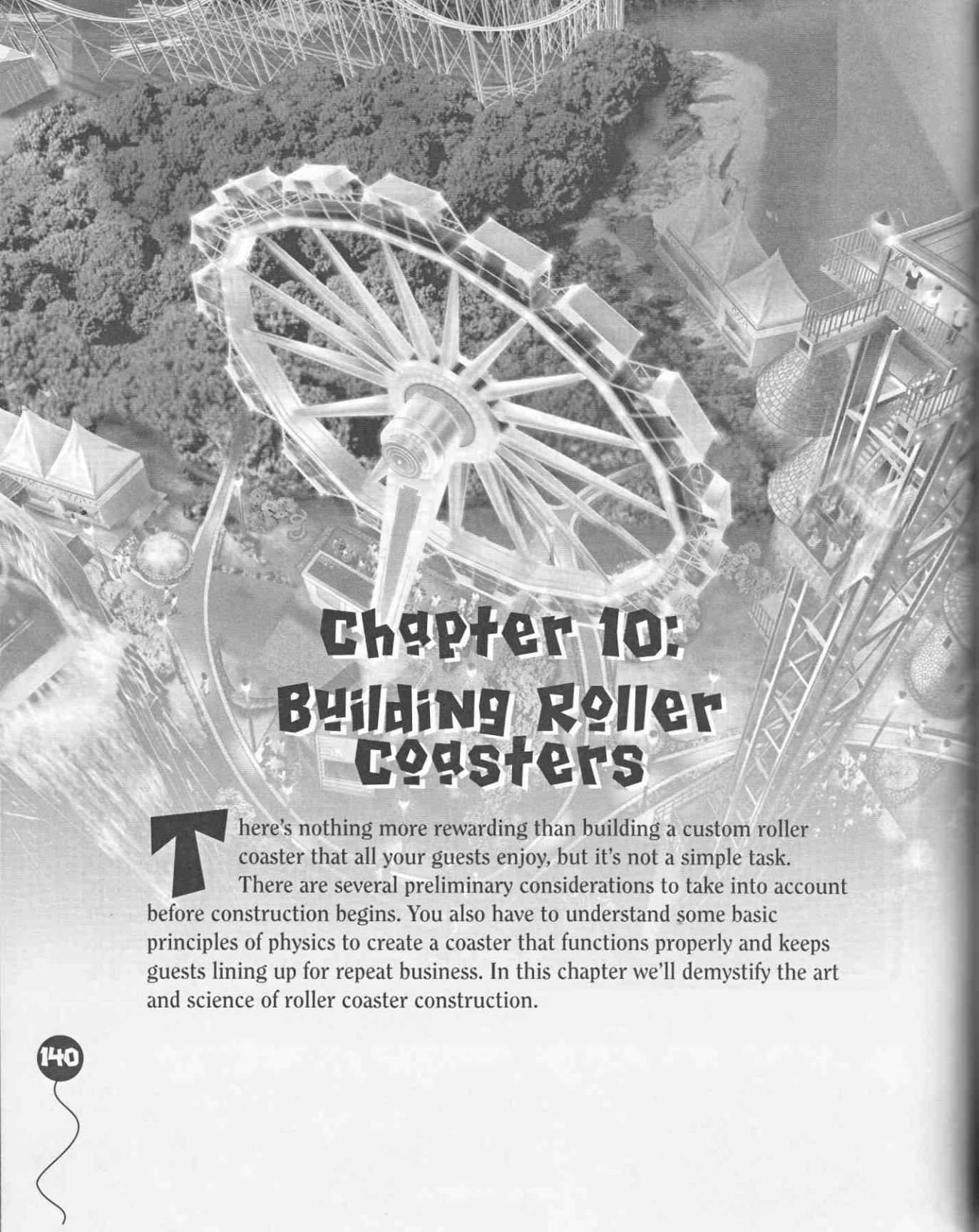
you own the land, a fence appears around it. Purchase blocks of land that are already adjacent to your property, but you may also want to buy single blocks of land for building ride supports.

Before you buy land, determine if you need it. If you build carefully, you can cram a ton of rides into your existing property. Even building rides underground is cheaper than purchasing new land. If you decide to make a land purchase, plan ahead and determine how much land you need.

CONSTRUCTION RIGHTS

Buying construction rights is similar to purchasing land, except after the fee is paid, you don't own anything. This option allows you to build above or below property that you don't own. This is useful if part of your ride hangs over your property line or if you need to connect two halves of the park that are separated by land that can't be purchased. Construction rights aren't as expensive as buying land outright, but you still need to plan carefully before you do anything. To view the land available for this option, click on the button below the Buy Land button on the park's information window.





Chapter 10: Building Roller Coasters

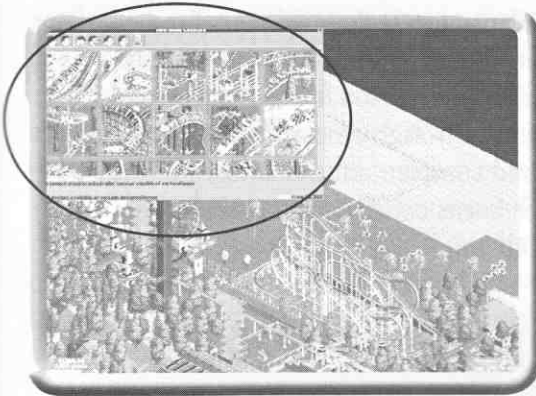
There's nothing more rewarding than building a custom roller coaster that all your guests enjoy, but it's not a simple task. There are several preliminary considerations to take into account before construction begins. You also have to understand some basic principles of physics to create a coaster that functions properly and keeps guests lining up for repeat business. In this chapter we'll demystify the art and science of roller coaster construction.



Choosing a Coaster Type

First, decide what kind of coaster you're going to build. *RollerCoaster Tycoon 2* provides an extensive selection, but these considerations narrow it down:

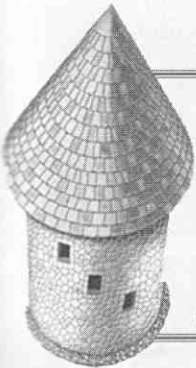
1. How much money are you willing to spend?
2. How much space do you have to work with?
3. What track elements do you want?



Given the numerous options, choosing the right coaster can be difficult.

After you answer those questions, browse through the available roller coasters by clicking the Build New Ride/Attraction button at the top of the screen, then clicking on the Roller Coasters tab. This shows every coaster available in the scenario. Move the mouse over an option to bring up a brief description and an estimated starting cost at the bottom of the window. The cost estimate for roller

coasters (and other tracked customizable rides) reflects the minimum amount such a ride could cost—not the total. When you find a coaster that fits your needs, find a good place to build it.



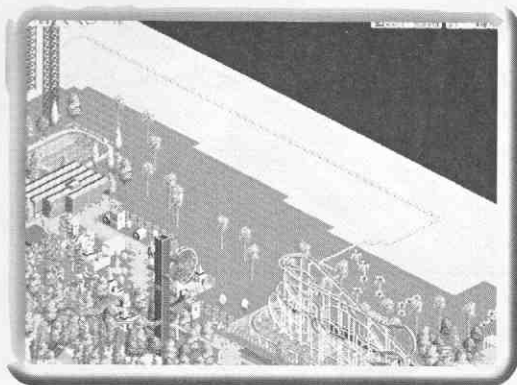
TIP

Researching new roller coasters increases the number of types available during a given scenario.

Selecting a Location

Beyond the usual restrictions of ride placement, roller coaster construction requires a large (preferably undeveloped) area. Due to their enormous size, finding suitable places for roller coasters is difficult, especially if you're running out of room.

To estimate how much room you'll need, select a preconstructed roller coaster of the same type and move the track's layout around your map—don't click anywhere or it'll instantly construct. This shows the approximate size of the type of roller coaster you want and gives you an accurate estimate of how much a similar ride would cost. Move the ride over different areas and inclines. The price varies depending where you place it based on the amount of material needed to build. For example, in some areas you need higher supports, which automatically increases the cost of construction.



Large open areas cry out for roller coasters!

When choosing a location, evaluate the costs of terrain modification and any benefits from natural features and scenery. Removing trees is costly, so avoid heavily wooded areas unless you can work them into your ride—rocketing through dense forest does wonders for a coaster's excitement rating. Watch for other natural resources. Building part of your ride over a lake or tunneling through a nearby hill improves a coaster's excitement rating. Overall, your coaster should complement the landscape and take advantage of as many natural features as possible. This keeps construction costs low and improves the appearance of your coaster and park.

G-Forces & Design Considerations

Before you construct your coaster, analyze what you'll be subjecting your guests to. Clearly understanding the effects of gravity and speed is essential. If you don't consider these factors, you'll build a coaster with an extreme intensity rating on which nobody in their right mind would set foot. Coasters are too expensive to mess around with, so know the facts up front and get the job done right.

Three readings from coaster testing clock the ride's G's: positive G's, negative G's, and lateral G's. So exactly what are G's, anyway? G's or G-force is shorthand for the term *gravitational force*. Your guests standing in line experience a gravitational force value of 1.0. This refers to normal gravity on the planet Earth. However, guests on roller coasters experience values greater and less than that. Here's a rundown of the different gravitational forces at work on your roller coasters and ways to limit them.

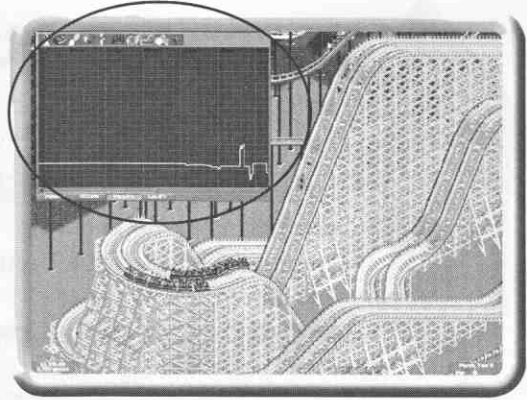




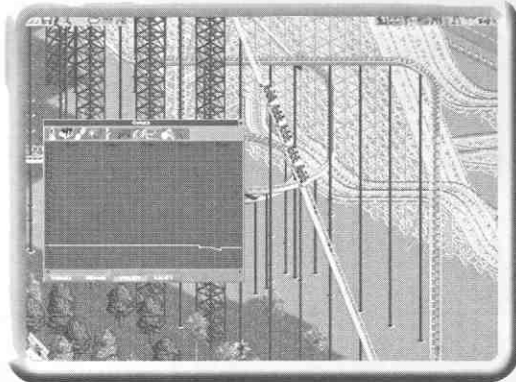
High G's of any type boost a coaster's intensity rating.

POSITIVE VERTICAL G'S

Do you ever feel like you're gaining weight when on a coaster? In a way you are! Positive vertical G's refer to the force that pushes a guest downward in the seat. On roller coasters, vertical G's are felt at the bottom of long drops as a coaster levels out or when it climbs. Limit positive G's by reducing the number of steep drops followed by steep inclines. Positive G's are strong at the bottom of a hill, but when followed by an abrupt upward shift, the force experienced increases. Guests feel gravitational pressures that double, triple, or even quadruple their normal body weight. Anything more, and blood pools in their feet, causing them to black out due to a lack of circulation in their brains. Limit your maximum positive vertical G's to 3 or 4. Exceeding these numbers drives up your intensity rating.



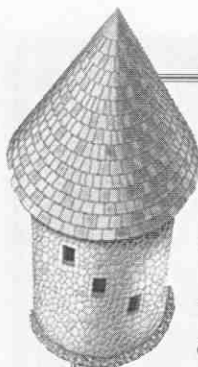
NEGATIVE VERTICAL G'S



Guests experience negative G's on steep drops like this one.

That stomach-in-your-throat feeling you get when going down a steep and/or abrupt hill results from negative G's. When your guests experience negative G's they're actually being lifted up out of their seats. On roller coasters, the longer the drop, the more negative G's. While this is fun and exciting in small doses, excessive negative G's are dangerous, forcing

blood to the rider's head, causing redouts. Don't worry about this condition because guests won't get in line for a coaster that is hazardous to their health. Keep negative G's in check or your intensity rating will approach unsafe levels. Combat negative G's by limiting the number of steep drops. Overall, shoot for a maximum negative G of -2.5 .



TIP

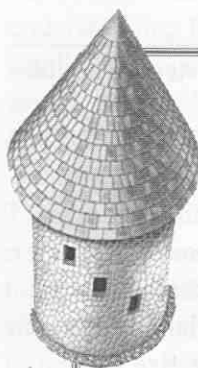
Each tested coaster has a **Total Air Time** reading. This refers to the total number of seconds a coaster endures negative G's in a single circuit. The more drops on your coaster, the more air time your guests experience.

LATERAL G'S

If you've ever exited a coaster with sore ribs, you know exactly what lateral G's are. Whenever a coaster changes directions, your guests are thrown to the left or right, often slamming up against the side of the car or their fellow passengers. Lateral G's cause this, and unless you build coasters with no turns, you must deal with them.

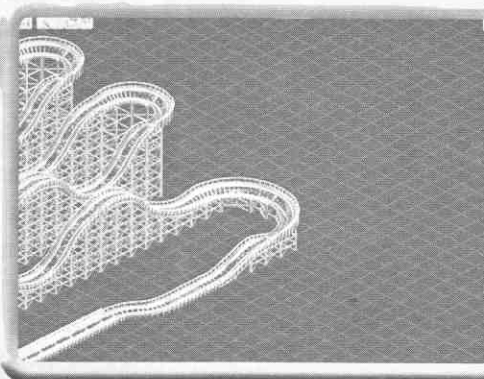
Build turns where your coaster's speed isn't very high, such as the top of a hill. Don't build a turn at the bottom of a hill! More gradual curved sections of track limit the effects of lateral G's. These work best when you need to change direction while the train is traveling fast.

The easiest and most significant way to reduce lateral G's is to bank your turns. Banking (whether needed or not) eliminates problems with lateral G's.



TIP

Bank your turns! Failing to do so results in massive lateral G's and enormous intensity and nausea ratings.





BASIC TRACK ELEMENTS

There's more to constructing a roller coaster than simply throwing together a bunch of drops, inclines, and twisted track. You must be familiar with the various track elements at your disposal. Although each roller coaster type offers its own selection of special track elements, most coasters have a few in common.

STATION PLATFORM

Guests get on and off the coaster at the station platform. The longer the station, the more trains/cars you can run. Make your station lengths between six and eight blocks. Also, construct your entrances and exits on opposite sides to speed up loading times.

CHAIN LIFT

In most cases this is how your roller coaster gets to the top of its first hill. Chain lifts can be constructed on any gradual upward slope. When your train hits a chain lift, it is slowly pulled up the hill. Adjust the speed of the chain lift after you build the coaster by accessing the Operating Options tab in the coaster's window.

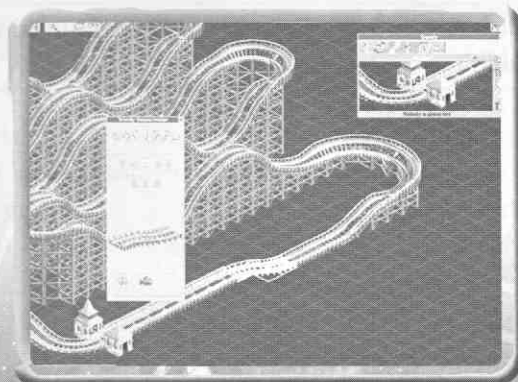
S-BEND

As the name implies, S-bends are linear pieces of track with a slight bend to them. Use them to align two pieces of track separated by a distance of one block. Don't use them when a train is moving at high speed. The quick lateral movement jars guests and drives up the intensity rating. These elements are best used when returning to a station at slow speed. If you're careful with your design, you won't need S-bends.

S-bends come in handy when aligning two pieces of track.

VERTICAL LOOP

When it comes to inversions, the vertical loop is the most common method. The key to pulling off a loop is speed. Always build them at the



bottom of a large hill. After leveling out at the bottom, construct an upward slope, then click on the Special button in the Construction window. Now select a vertical loop from the available options. Just because you build it doesn't mean it will work. If the train doesn't have enough speed, it may get stuck or start moving backward. Or if it moves through too fast, the positive G's may be too high. Conduct tests and experiment with different speeds.

HELIX

Helixes are banked half-circle pieces of track that increase or decrease in altitude. Constructing two helixes together creates a circular piece of track that spirals. Helixes are good for gradually increasing or decreasing height in a compact space. When using upward helixes, make sure your train has enough speed to reach the top. These specialized track elements can only be constructed when preceded by a banked piece of track.

BRAKES

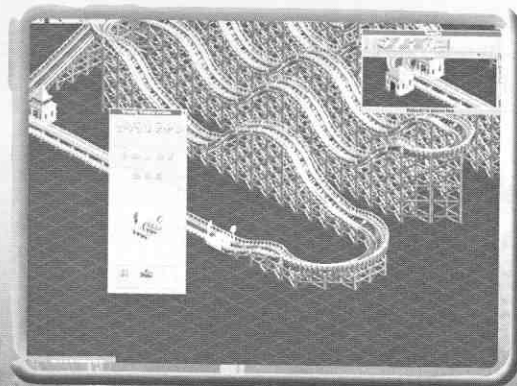
Yep, you guessed it—brakes slow down your trains. It's common to put brakes toward the end of your ride as your train rolls into the station. Your station has brakes of its own, but don't risk hitting another train (which may be loading passengers) if the station's brakes fail.

Set the brake speed at the time of construction and tweak it as you test. This allows you to control the speed of the trains as they pass over a certain set of brakes. At the default setting, brakes slow a train to 18 mph. If a train moves fast, place a whole line of brakes, each with a gradually decreasing brake speed. This way the train bleeds speed over a greater distance and the ride's deceleration isn't so abrupt.

ON-RIDE PHOTO SECTION

On-ride photo sections are great profit-making additions.

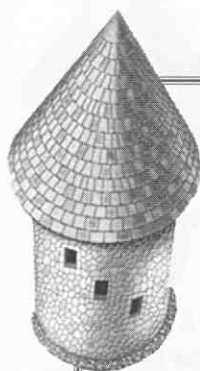
These pieces of track hold cameras and flashes positioned to take photos as a train passes. The photos make nice souvenirs that guests pay for when exiting the ride. Build these in areas with dramatic action in view, such as at the bottom of





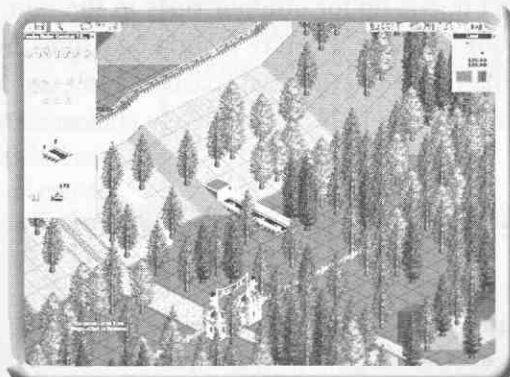
a large drop. The only trick to placing on-ride photo sections is that they must be level and followed by a level piece of track. Because of the hefty profits these souvenirs bring in, build a photo section on each of your coasters. When you build the coaster, set the price for on-ride photos under the Income and Costs tab in the ride's window.

TUNNELING

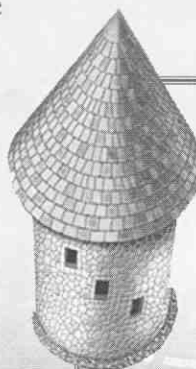


TIP

Dropping into a tunnel at the end of a long descent jazzes up your coaster's excitement rating.



Sending your trains through dark tunnels gives your coaster a thrilling appeal, adding to its excitement rating. Tunneling with roller coasters is identical to tunneling with footpaths. A coaster's track must enter at a perpendicular angle to the terrain—in other words, the track has to enter a flat face of a complete block. The same goes for exiting. Modify entrance and exit points with the shovel tool. Tunneling sections need a minimum clearance of 10 feet, so it may be necessary to raise land on the outside when you get too close to the surface.



TIP

When you first tunnel into a piece of land, the main view automatically switches to the underground view. Pressing **1** toggles this on and off.

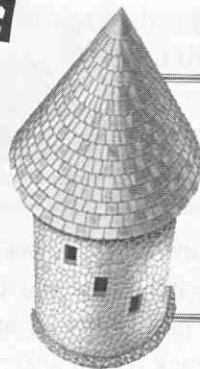
BUILDING COASTERS UNDERGROUND

It's possible to install a roller coaster entirely underground, but the stature and sprawling layout of a coaster require a large hill or mountain. To start a coaster underground, tunnel into the mountain to gain entry. Once in the ground, back up and delete any track pieces used to initiate your tunnel. From that point, creating an underground coaster is no different from building one on the surface. To add variety, expose pieces of track to the outdoors before rushing back into a tunnel.

Besides excitement, an underground coaster has its benefits when dealing with frequent rain. Most guests won't queue up for outdoor rides in the rain, leaving your big popular coasters vacant during poor weather. If you're relying on profits from ride entry fees, this quickly dampens your finances. Underground coasters don't experience the same dropoff in customers during poor weather since they're completely enclosed and protected from the rain.

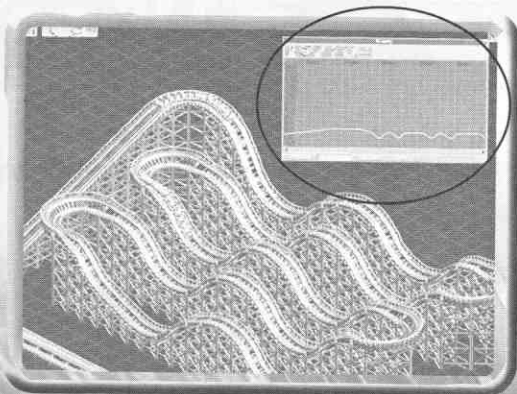
Testing & Tweaking

After you complete your layout and place your ride's entrance and exit, test. If your train successfully makes it through a run, analyze the coaster's data, checking excitement, intensity, and nausea ratings.



TIP

Ride data won't appear until the first train completes a full circuit. After it leaves the station for its second round, the information appears.

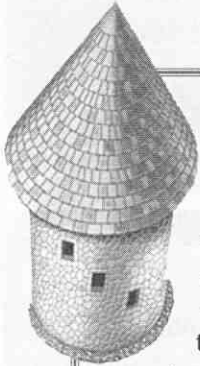


Viewing a coaster's graph while it runs is a good way to spot design problems.

Right now the most important rating is the coaster's intensity. If it's higher than you anticipated, look down at the maximum G's exerted. If some numbers are out of line, run another test while viewing the ride's graph. This



shows real-time data of the forces acting on your train at any given moment. Along the bottom you can choose from velocity, altitude, vertical G's, or lateral G's. Select the appropriate G-force and watch the graph as a train runs a complete circuit. This pinpoints problem areas. For example, if you forgot to bank a turn, it shows up as a large spike under the graph's lateral G setting.



TIP

The weight of your passengers can't be simulated during testing. So the statistics aren't completely accurate until you run at least one train full of guests. In most cases, the added weight increases the overall speed of your coaster.

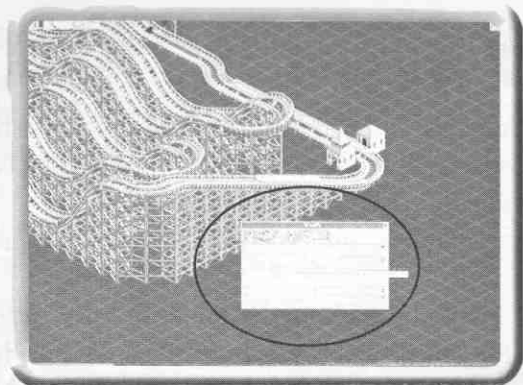
A coaster that runs well empty runs well with guests on board.

The difficulty of editing your track varies, depending on where the problem is and how much fixing it affects other parts of your layout. To re-enter Construction mode, stop the ride and right-click on any portion of track. To add a banked turn, delete the offending sections and correctly rebuild them. However, whenever you have to alter the height of a segment, the change (even if it's minor) affects the rest of the coaster. In some rare cases it may be necessary to

reconstruct the remainder of a ride after you adjust a problem area. Plan carefully and limit design flaws during the initial construction phase.

Increase the chain lift speed to increase the coaster's overall speed.

Outside of major reconstruction, adjusting small values also tweaks your ride's statistics. For example, changing the chain speed of a coaster increases or decreases overall speed. Don't expect huge changes, but raising the chain speed helps push a struggling train through the course a bit faster. Another adjustable value is brake speed. To change this on an already constructed coaster, right-click on



the brake segment to open the Construction window, where you alter the speed setting. If your train is going too fast in some areas, put in new brake segments. You can build brakes where the track is level; add mild brake segments to slow trains that go too fast.

Experiment with the length of your trains. On large coasters plan at least two trains and in some cases three. But changing the number of cars affects the way the train moves through your track. To slow down your coaster, shorten the trains; to speed them up, lengthen them.

FINISHING TOUCHES

After testing, look at aesthetic factors to improve your excitement rating. The excitement rating reflects how your coasters look—the higher the excitement rating, the more guests want to ride it. Therefore, add theme objects.

Determine an appropriate theme for your coaster. If it tunnels in and out of a mountain, a mine theme might be cool. Or, if it has large vertical sections and unusual track elements, use a futuristic space theme. The choice is yours. Place objects as close to your track as possible.

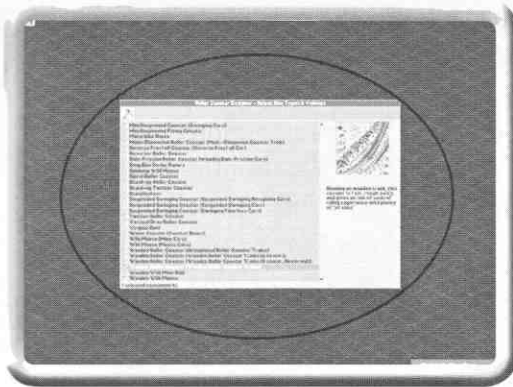
Creating the illusion of an impending collision works well, especially with large theme objects such as the Sphinx (available in the Egyptian theme section). At the last moment, have your track tunnel beneath the object. A theme element along your ride's queue positively affects your excitement rating. Give your guests something interesting to look at while they wait in line.

Tutorial

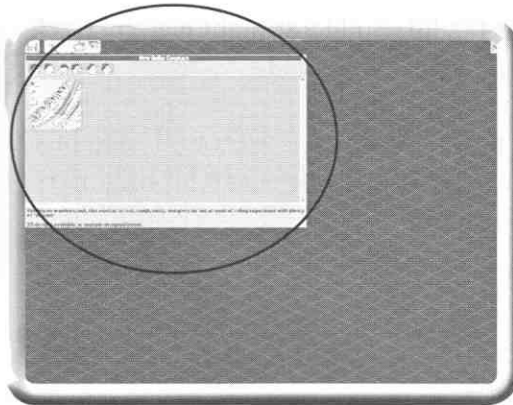
Now that you better understand roller coaster construction, build one! Building coasters is difficult at first, but proper guidance, explanations, and experience simplify the process.

1. Begin by opening the Roller Coaster Designer. This utility allows you to create coasters without worrying about the intricacies of running a park at the same time. Build coasters without tunneling sections here.





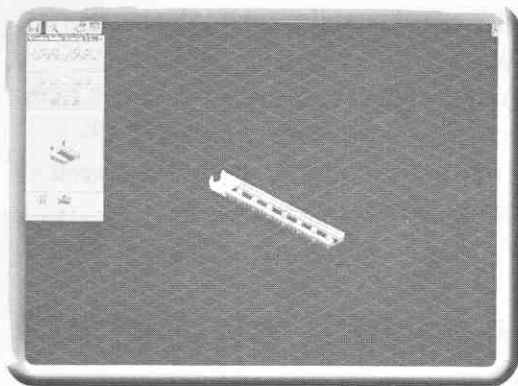
2. At the first menu scroll down to the bottom and find Wooden Roller Coaster (Wooden Roller Coaster Trains) and place a check mark next to it. This is the type of coaster we're building. Click the red arrow in the bottom right of the screen to advance to the next phase.



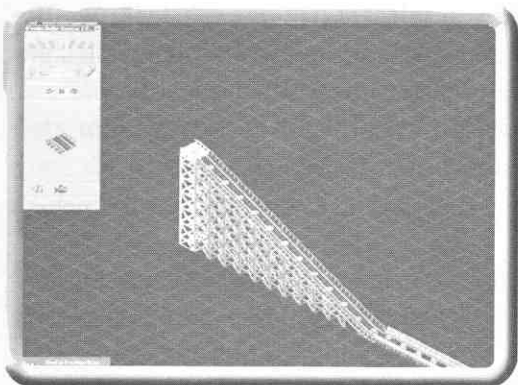
3. Because you selected just one coaster type, only one is available in the next window. Click on the wooden coaster image, then select Build Custom Design from the top of the next list. You're in the design phase.



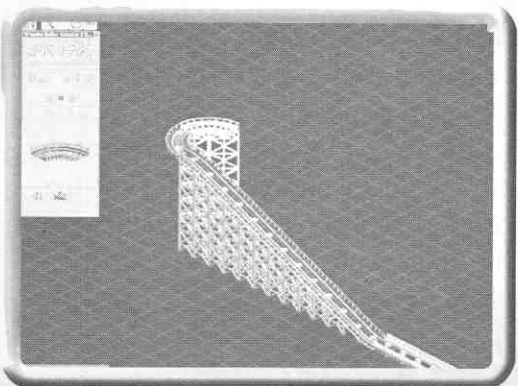
4. Notice that the Construction window is now open and a station section is selected. It's advisable to begin by building a station because it gives you a starting and ending point. Orient the station with the Rotate button until it faces the top left corner of your screen. This requires clicking the Rotate button (in the Construction window) three times.



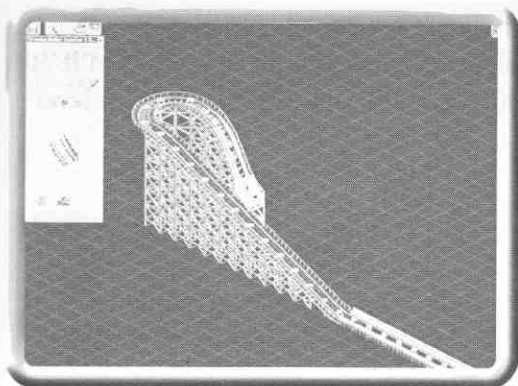
5. Click anywhere on the map to place your first station block. Notice that little blue boxes appear over each section of track. These report the height of each section. Your stations should report an elevation of 0 feet. Continue placing stations until you have eight. This gives you adequate space for running two trains at a time.



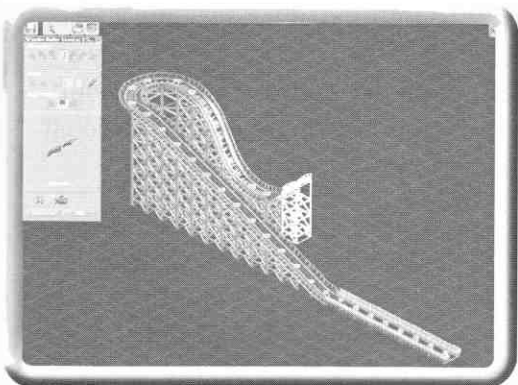
6. Now for the lift. Build a straight piece of track with an upward slope. To add a chain lift, press the button to the left with the chain icon. The chain lift pulls your roller coaster to the top of a hill. Continue building your chain lift until it reaches a height of 60 feet—12 track segments.



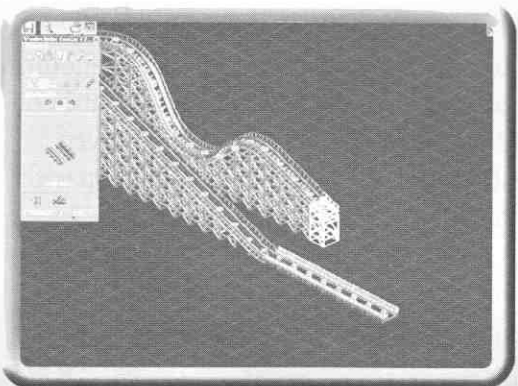
7. At the top of the hill build a level piece of track. Follow this with two right-hand curve sections with small radii. The track now faces the opposite direction. Don't bank these turns because the train barely creeps along at this point. Now for the first drop.



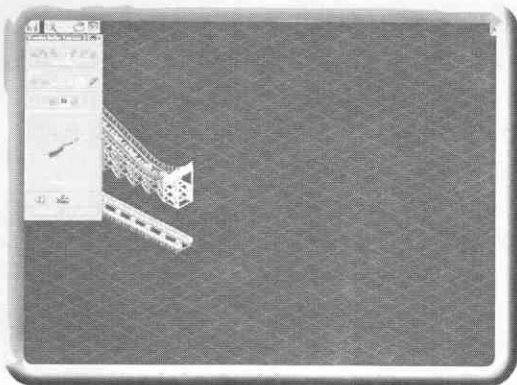
8. Build a straight piece of track with a gradual downward slope. Follow this with two more track pieces with steeper slopes. To level out, decrease the downward slope on the next piece—the track height is 15 feet.



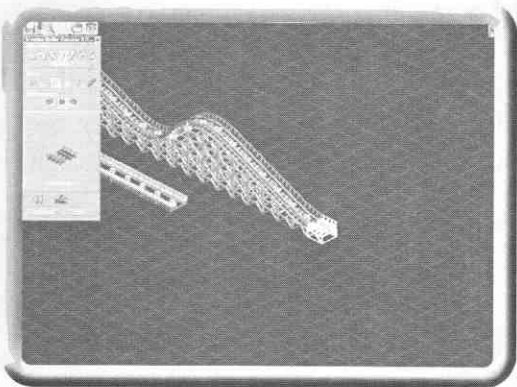
9. For the next hill, place a level piece of track (at 15 feet) and follow it with another gradually upward-sloping piece. Select steep slope for the next section, then level out with a gradually sloped piece of track. Build a level track piece at the top of the hill. The track is at 40 feet.



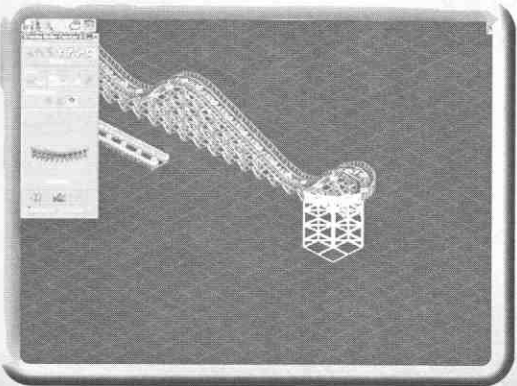
10. Time for another drop. Use six pieces of gradually downward sloped track and level it off with a straight level piece. This puts the track elevation at 10 feet—across from your station.



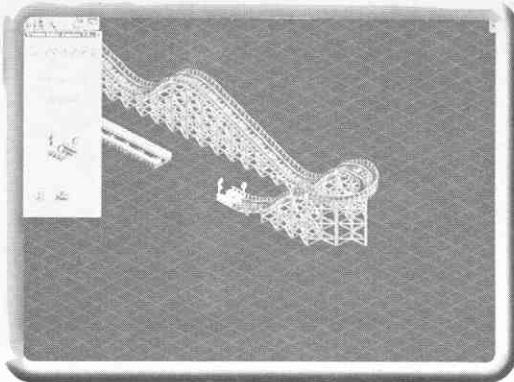
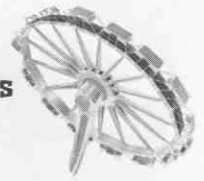
11. Build another hill by placing a gradual upward slope followed by a steep one. Level it out with another gradual upward slope, then a level piece, placing the track 35 feet high.



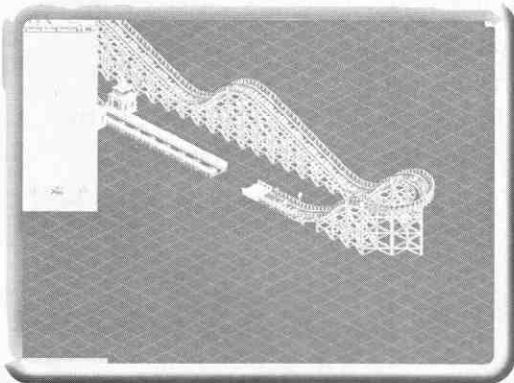
12. Drop into another shallow dip with six more gradually sloped pieces of track followed by a level piece. The track is at 5 feet. Think about your approach to the station now, but bleed off some speed before you turn around.



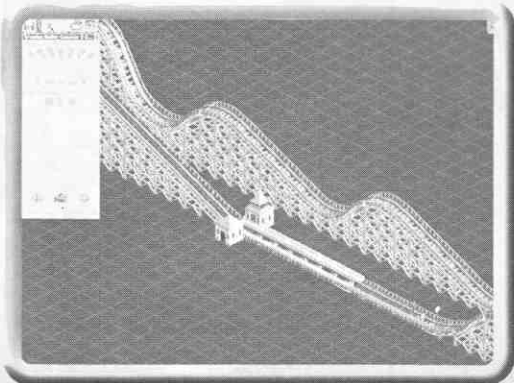
13. Build another steep hill starting with a gradual upward slope, a steep slope, then another gradual one. Build a level piece with a right-hand bank. Follow this with two right-hand curved pieces with small radiuses. You are lined up with the station at an elevation of 30 feet.



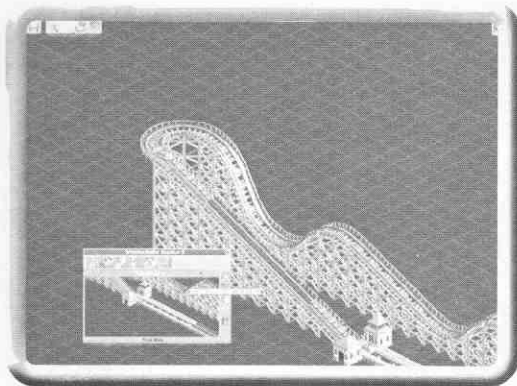
14. For your approach to the station, build a gradual downward slope followed by a steep slope. Use two more gradual slopes to reach ground level. Build a level piece of track at 0 feet and follow it with an on-ride photo section. Select this from the Special button in the ride's Construction window.



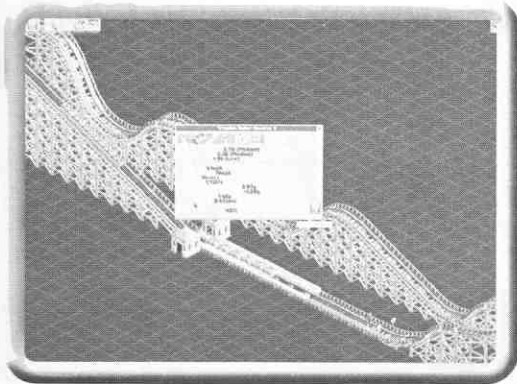
15. Slow down your train before it reaches the station. Place a brake and set its speed at 22 mph. Next, place another brake and set its speed at 18 mph. Build two more brake sections with decreasing speeds of 13 mph and 9 mph. You're back at the station.



16. Before you run any tests, you must build your entrance and exit. Place the entrance at the front of the station on the inside of the track—the exit should be opposite.

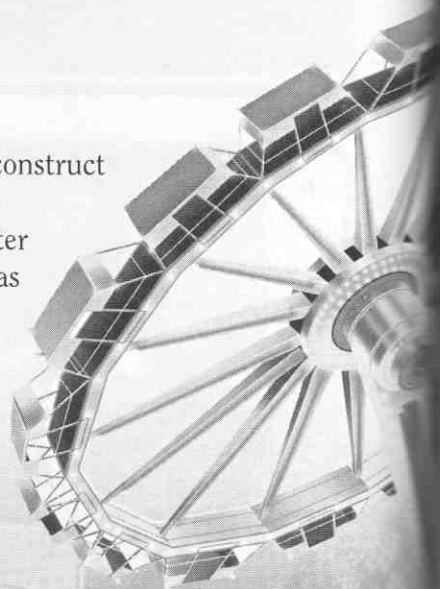


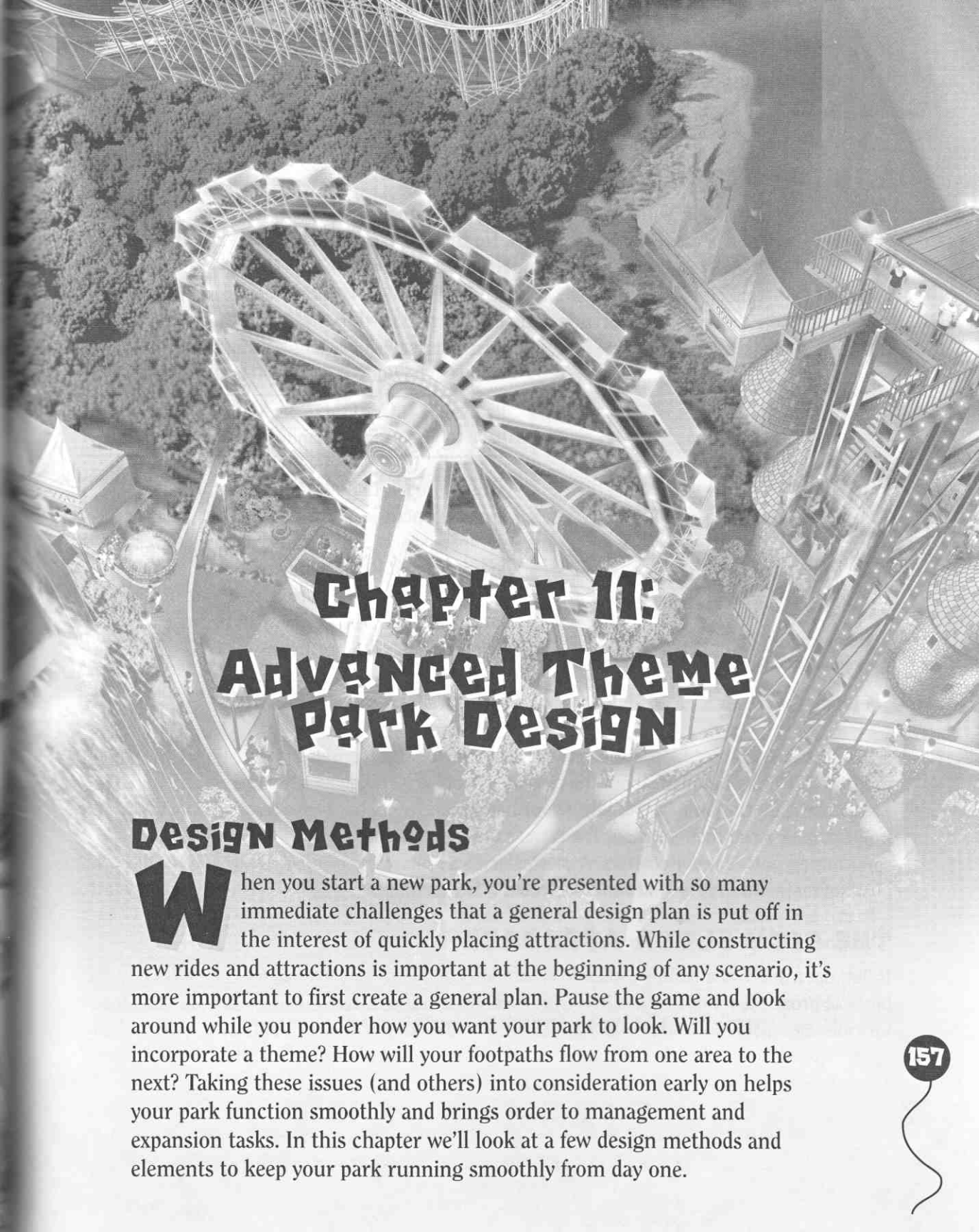
17. Now run your roller coaster! Close the Construction window. Your Ride window opens, allowing you to run tests. Click on the red flag and choose Test. Your cars appear and your coaster begins running.



18. When you finish designing a ride, save it by clicking on the floppy disk icon under the Measurements and Test Data tab in the Ride window. If you save this ride it is added to the preconstructed track designs available for wooden roller coasters. The name you save the ride as becomes the coaster's default name.

This coaster isn't spectacular, but it gives you an idea of how to construct one. Now build your own with more hills and drops. As you get proficient, add loops and helixes. Regardless of what type of coaster you build, the same rules apply, so use your imagination as well as your knowledge.





Chapter 11: Advanced Theme Park Design

Design Methods

When you start a new park, you're presented with so many immediate challenges that a general design plan is put off in the interest of quickly placing attractions. While constructing new rides and attractions is important at the beginning of any scenario, it's more important to first create a general plan. Pause the game and look around while you ponder how you want your park to look. Will you incorporate a theme? How will your footpaths flow from one area to the next? Taking these issues (and others) into consideration early on helps your park function smoothly and brings order to management and expansion tasks. In this chapter we'll look at a few design methods and elements to keep your park running smoothly from day one.

THE CARNIVAL APPROACH

On occasion you're faced with cramming many rides into a small space. In these circumstances, take a carnival-like approach. Do this by placing small gentle and thrill rides close together, providing ample room for queues and short exit paths. This takes careful planning before placing rides. Besides the space for the ride, you need room for an entrance and an exit. Place your exits adjacent to existing footpaths—this eliminates the need for an exit path. After you construct a ride, fill in excess blocks with gardens or shops and stalls.



By placing rides close to each other, you won't have to hire as many handymen and mechanics.

This approach includes pros and cons. The largest benefit is offering numerous rides in a compact space. This means you need fewer footpaths and fewer handymen. Plus, by adding so many rides in a compact area, one or two mechanics can service them all because they won't have to walk far to answer calls and make inspections. The compact design also congregates

guests in a small area, ensuring they don't have to walk far to find a new ride.

While this approach may work well early in the game, its shortcomings materialize as the game progresses. Guests complain about the crowds as footpaths and queues become more congested. Some may leave the park—especially if your handymen have a hard time keeping up with the influx of guests and their garbage. The compact design also isn't compatible with the large, sprawling layouts of roller coasters. A coaster needs a space of its own far removed from the bustling footpaths of your midway. Constructing any coaster in a small area is never an easy task.

THE CITY BLOCK APPROACH

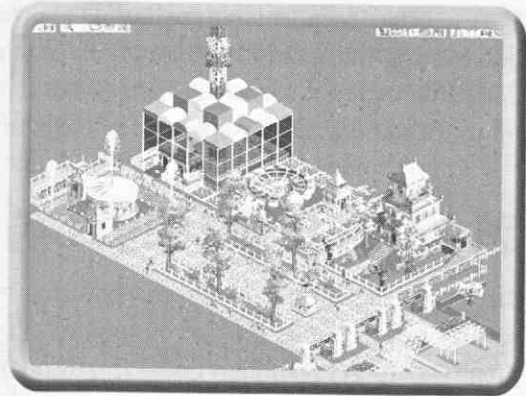
If flat, open space is a readily available commodity and you have a fancy for themes, a city block approach is fun and attractive. This involves using predetermined uniformly sized lots for rides and attractions while taking into account the size of the ride, entrance, exit, and any space needed for queues and exit paths. Most gentle and thrill rides take up a 3x3-block area. Therefore, shoot for a lot size of at least 5x5 blocks.





The city block approach gives parks a structured appearance.

When you begin construction on such a ride, start by setting the corner boundaries of the lot with fences or gardens. Next, decide where the exit and entrance will go. Provide adequate space for a queue. The size of the queue depends on a ride's estimated popularity. After you map out everything in your head, place the ride and fill the other spaces. If you have land left over, add theme objects and gardens. Add restrooms or first aid stations if the empty spaces are adjacent to a footpath.



Speaking of footpaths, this approach allows versatility in how you want your park to look and how your guests move around. You can build large lots made up of several rides or have each ride self-contained and surrounded by footpaths. Ultimately, the decision comes down to how much money and land are at your disposal. To enclose each ride with a surrounding footpath, you need space and handymen for path maintenance. In most cases, the best option is to have four rides to a lot. If each ride uses a 6x6-block area, you'll need an area measuring 12x12 for one lot.



Add gardens and theme objects around your rides.

Like the carnival approach, this one has benefits and shortcomings. The most obvious benefit is that it applies order and direction to a process that can be confusing. Designating a uniform size for each ride and lot encourages the use of scenery and theme objects. It's also a good way to manage queues that can become unnecessarily long. If used properly throughout the park, this method also infuses a logical flow

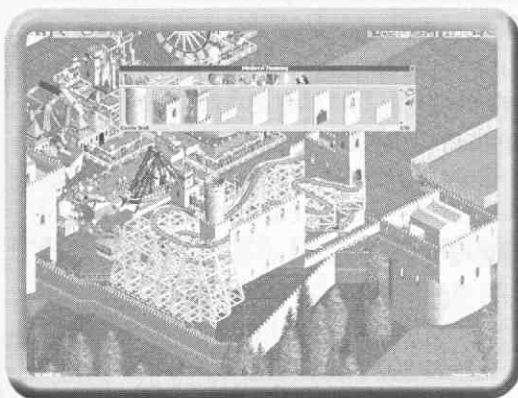
to your park's footpath system, making it easier for your guests to get around and reducing the chances of them getting lost.

On the other hand, such a formulaic approach sometimes results in a sterile appearance. Plus, designating more land than justified for some rides wastes space, not to mention money. The downside may not seem significant, but it's something to think about, especially if you're low on money and available space. Use a mix of both design approaches.

MODULAR DESIGN & CONSTRUCTION

After you decide on a design method that best fits your park and financial situation, build several rides at once instead of opening a few at a time. If the money is available, this is a great way to get a sudden boost in attendance while drawing crowds into a new area of your park. This is similar to the city block approach, but takes it further. Think of it as opening a new mini park with rides, stalls, and a universal theme. Designing large park modules isn't as easy as laying down one ride at a time, but the extra time spent planning yields fantastic results.

Browse through the available rides, noting which ones will fit your new area. After you find three or four attractions that look appropriate, skim through the theme objects until a common theme emerges between your selected rides. Think of how you can implement the available materials (including theme objects, footpath types, ground coverings, and ride entrances/exits) into a universal theme. You can mix and match some theme objects to complement one another. For instance, a spooky/creepy theme or a Jurassic/jungle theme could work.



Browse through the available rides and theme objects.

After you have a good idea of what rides and themes you want to use, estimate the costs. Can you afford to complete your module? Will you need to increase your loan? Given the large scope of such an undertaking, plan ahead—you don't want to start construction and not be able to complete it. Also scout out a large, flat piece of land. Envision where each ride will go and how

your footpaths will travel between each and connect into the rest of the park.



When you're ready to build a new park module, leave the construction area isolated from the rest of the park. This is simple—don't connect any paths until you're ready to open the new area. Place rides, including their entrances, exits, and queues. Designate a particular lot size for each ride to keep the spacing even. After the rides are in place, put down the footpaths, but don't connect them to the rest of the park yet. Select a footpath type that best fits the theme you're communicating. Take time to add trees, theme objects, a restroom, and food and drink stalls in open spaces. Make the new area as self-sufficient as possible before opening it to the public.

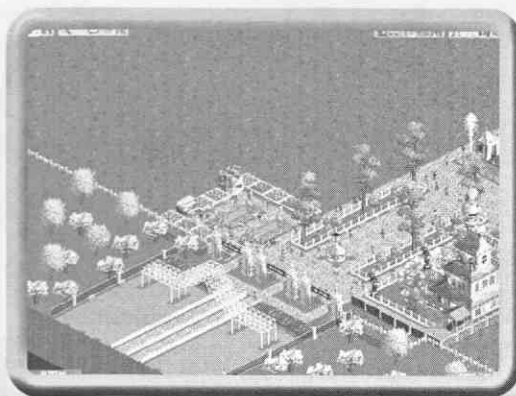
When everything looks good, open the rides and connect the footpath to the park. Your guests will trickle in, often stopping to gaze at the new rides. To boost your attendance and filter more guests into the new area, run a marketing campaign for one of the new rides. If designed well, the new park module will plug into your park seamlessly while maintaining appeal.

FOOD COURTS

Building a food court is a less sophisticated endeavor, but it is as important. Designating a specific area for food and drinks cuts down on a park's litter while providing guests a nice out-of-the-way place to sit and relax. When building a food court, analyze the same things involved with creating any park module. Consider the types of foods and any themes or landscape designs you'd like to incorporate. Find an open spot adjacent to a high-traffic footpath, but far away from intense or nauseating rides. Before building anything, provide enough room for stalls, benches, and litter bins—a 5x5-block area should be sufficient for a small food court.

Food courts give guests a place to eat and relax—don't forget to place benches.

Construct a food court from the perimeter and work your way inward. Bordering food courts with trees or gardens is a good idea, but it cuts into the space allotted. Where do you want to put your stalls? Do you want them around the perimeter or in the center? It doesn't matter where you place them, as long as they face the food court and can be accessed by passing footpaths.



The number of stalls depends on the size of the food court and the number of guests in your park. Keep the maximum number of stalls in a food court to six. If you place too many, they compete against each other and lose money.

With the border and stalls in place, add footpaths. Maximize the footpath area while keeping the paths at a one-tile width—this allows the placement of more benches. After you complete the footpath, fill in the open spaces with benches and litter bins.

Assign a handyman to patrol the food court. Even if your guests are kind enough to clean up after themselves, your handymen still need to be around to empty the litter bins, water any gardens, and sweep up after the occasional nauseous guest who didn't listen to his or her stomach before eating.

Having a food court isn't the end of your food and drink concerns, but it helps. Place your heavier foods (hamburgers, hot dogs, fried chicken) in the food courts while offering cheaper snack foods (popcorn, cotton candy, cookies) along your open paths. No matter how many food courts you have, provide individual stalls throughout the park. This allows hungry guests to get something to hold them over until they come upon a food court for a more substantial meal.

THE RIDE SWAP

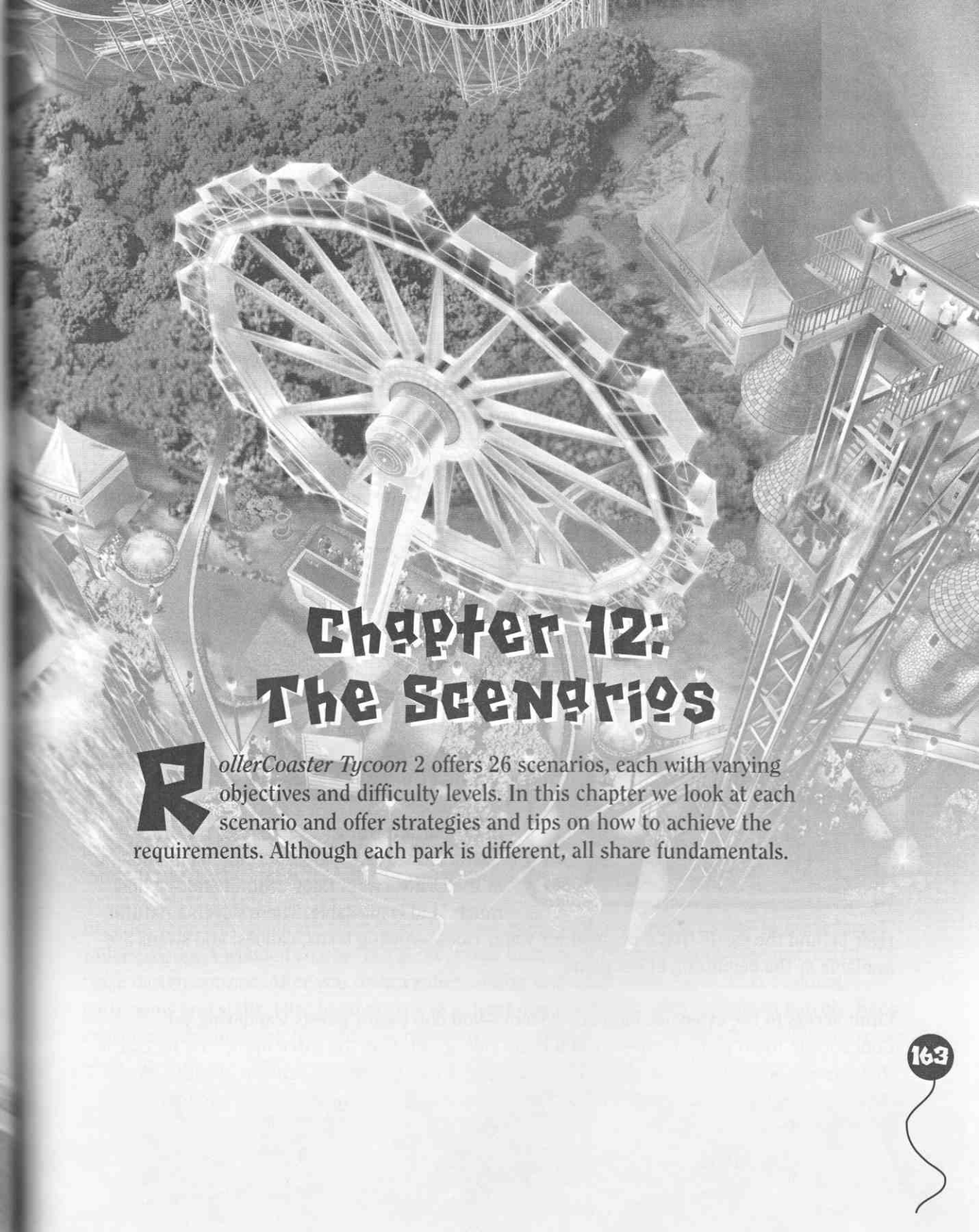


Due to reliability issues, replace merry-go-rounds every three years. The process is a cinch.

Swapping out old, underperforming rides for new ones is an essential task in all aging parks. While replacing or refurbishing old roller coasters is time-consuming and costly, replacing most gentle and thrill rides is simple and only takes a few seconds. Despite their differing performances and mechanical characteristics, most of these rides share the same 3x3 size base,

which simplifies the process. Demolish the old ride and build another one in the same spot. The old ride's queue and exit paths are still intact, so place the entrance and exit in the correct spots, and you're back in business!





Chapter 12: The Scenarios

RollerCoaster Tycoon 2 offers 26 scenarios, each with varying objectives and difficulty levels. In this chapter we look at each scenario and offer strategies and tips on how to achieve the requirements. Although each park is different, all share fundamentals.

Consider the following advice at the start of each scenario to make running any park easier:

- * **Money:** Determine whether you can make money from park admission or rides.
- * **Limit Access:** Prevent your guests from wandering all over your undeveloped park by limiting access to extraneous footpaths.
- * **Research:** Take note of your available attractions and accordingly adjust research funding.
- * **Mix Rides:** Provide a wide range of rides with varying intensity ratings.
- * **Park Necessities:** If taking over an existing park, check the number of restrooms and other essential facilities and add more if needed. In new parks, add an information kiosk near the park's gate(s).
- * **Hire Staff:** Have enough handymen and mechanics. Assign specialized patrols covering every accessible footpath to increase their efficiency and coverage.
- * **Landscaping:** Add gardens, fountains, benches, litter bins, and theme objects to boost your park rating.

BEGINNER PARKS



CRAZY CASTLE

Objective: 1,500 guests at the end of October,

Year 4, with a park rating of at least 600

Charge for Admission: No

Charge for Rides: Yes

Starting Number of Guests: 2

An important thing to remember on Crazy Castle is that your park does not begin and end at the castle's wall. Look around and see how much land is available. There's even a natural

river behind the castle that'd be great for water rides—rowing boats, canoes, and swans are available at the beginning of the game.

Limit access to the extensive footpath system—you don't want guests wandering yet.

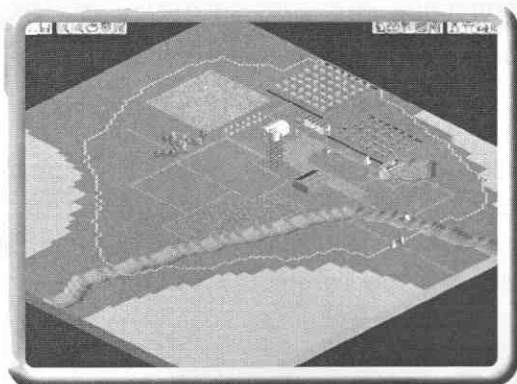
Concentrate them in areas where you'll build rides by cutting the three branching footpaths that emerge out of the castle gates. Hire a couple of handymen to patrol these paths. Now start building rides. There aren't many thrill rides available at the beginning, so direct



research in that area. Start by building a combination of 5–6 gentle and thrill rides to keep your guests occupied. Due to the flat land, conduct most of your construction within the castle walls, but offer a few attractions near the park's gate too.

After your rides are up and running, think about a small roller coaster. You don't have a ton of cash left, but it's possible to build one good enough to impress guests for around \$5,000. When you build it, add an on-ride photo section. This'll bring in some sorely needed cash. With your rides in place, turn your attention to scenery and maintenance. Utilize the castle theme and hire entertainers dressed as knights when needed. You should have no problem maintaining 500–600 guests by the end of the first year. Keep building throughout the remainder of the scenario and increase your loan when necessary.

ELECTRIC FIELDS



Objective: 700 guests at the end of October, Year 2, with a park rating of at least 600

Charge for Admission: No

Charge for Rides: Yes

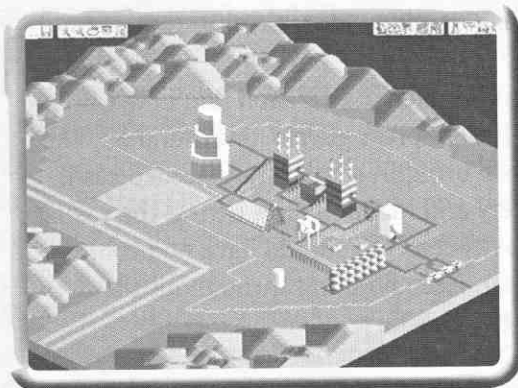
Starting Number of Guests: 40

The flat land this old farm sits on makes the park conversion process less painful. Several guests are wandering in the park at the beginning of the scenario. Shut down some of the existing footpaths—including the ones in the back—and move any stranded guests to the front of the

park. Twist and Pirate Ship are your only thrill rides, so adjust your research to produce more. Build gentle and thrill rides to complement your existing rowing boats.

Because your only goals are attendance and park rating, take out extra money to buy a large roller coaster. A wooden coaster is a good choice because of the numerous preconstructed track design options. After you have a roller coaster and a few other rides, start building bathrooms and stalls. Hire handymen and at least one mechanic, with individual patrols. Keep expanding and building new rides as more cash becomes available. Although you'll want to keep the park design compact to start with, utilize more of the available land during expansion to give your guests more elbow room.

FACTORY CAPERS



Objective: 1,100 guests at the end of October,

Year 3, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

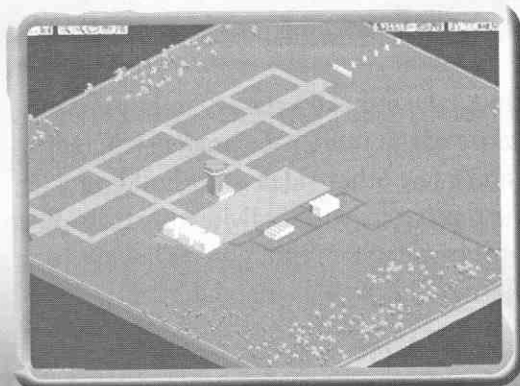
Starting Number of Guests: 0

Compared to the size of the map, the park size is small, especially if you consider the land taken up by the existing buildings on the property. The park is closed at the beginning, so prepare your paths, then open for business. Because you can charge for admission, in the beginning think quantity over

quality. Take a carnival approach and build gentle and thrill rides. This gets guests coming into the park and paying an entrance fee. You can't charge for rides, so don't build expensive ones.

Increase your park's entrance fee as you build more attractions. Expand your park and build at least one large roller coaster. Build the coaster's track around (and through) the park's existing buildings to bolster the excitement rating. Keep your track design compact. If you're having trouble meeting the attendance requirement, run advertising campaigns in the third year. This boosts your attendance, but give the incoming guests somewhere to go. If your park gets too crowded, guests will leave.

Challenging Parks AMITY AIRFIELD



Objective: 3,000 guests at the end of October, Year 4, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 0

Building a park capable of holding 3,000 guests is a challenge, but this park will work with you. It used to be an airfield, so the terrain is level and

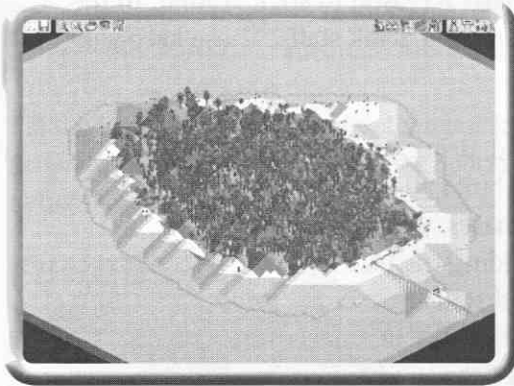


the property is huge. With the exception of some buildings and trees, the terrain is open but barren. Additional scenery is required to keep an elevated park rating. But first, restrict access to the whole park by slicing the leading footpath near the hangars. Fill land with rides, but do so with spacing. In those spaces between attractions add gardens, trees, and fountains.

By the second year, shoot for an attendance level of at least 750 guests. To keep your attendance on the rise, build roller coasters. Your park admission prices should finance most of your coasters, but increase your loan if needed. Keep building outward with new rides, stalls, and scenery; launch frequent advertising campaigns to keep your attendance high.

A park this size is a prime candidate for a transport ride, so make plans for one early in the park's development. Transportation will keep your guests' energy levels high, aiding attendance retention. A cash machine near the entrance allows your guests to refill their wallets after paying your rising admission prices—make sure your guests have plenty of money to spend, otherwise they'll head for the exit.

BOTANY BREAKERS



Objective: Achieve a monthly income from ride tickets of at least \$10,000

Charge for Admission: No

Charge for Rides: Yes

Starting Number of Guests: 0

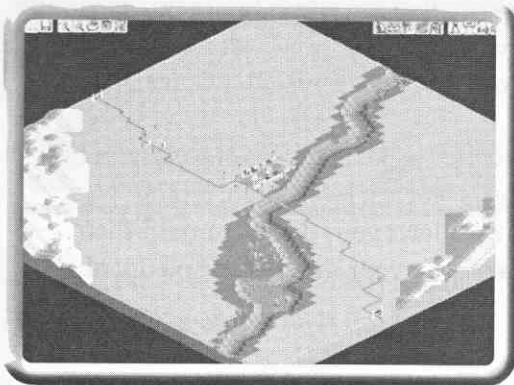
Although there's no time limit or attendance requirement, generating \$10,000 of ride income in a month is hard enough. Add uneven and heavily wooded terrain to the equation, and you've got a tough scenario. To gain ride income in a single month, build roller coasters. They're

the only kind of ride capable of bringing in the money you need to complete this scenario.

Ensuring that your coaster's queues are always full involves increasing attendance. You can't charge park admission, so you must slowly proceed. Start with a few small rides near the park's entrance, then build a medium-to-large roller coaster—this'll increase attendance

while bringing in income. You can build over the water with elevated footpaths and tracks—you need every bit of available space. A good coaster can bring in more than \$1,000 a month, so the income of eight or nine coasters (in addition to money generated from smaller rides) should be enough to push you over the limit.

BUMBLY BAZAAR



Objective: Achieve a monthly profit from food, drink, and merchandise sales of at least \$1,000

Charge for Admission: No

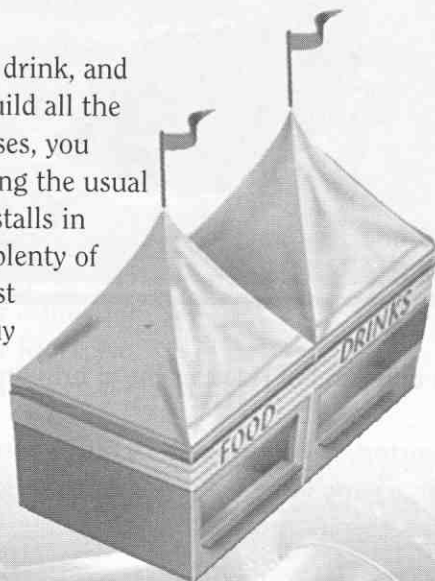
Charge for Rides: Yes

Starting Number of Guests: 55

This park has two main gates on opposite ends. You can't close one without closing the whole park. With guests arriving at two ends, focus on the main artery stretching across the park and expand off of that. Begin near each gate—this gives guests a reason to stick around. In the

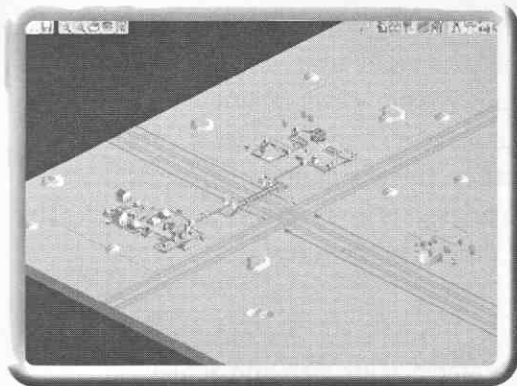
center of the park, a large food court holds various food and drink stalls. Those keep your guests satisfied for now, but eventually build more.

The trick to meeting your goal of \$1,000 profit in food, drink, and merchandise sales is to increase attendance. You can build all the stalls you want, but if nobody's around to make purchases, you won't make money. So approach this scenario by building the usual rides and scenery, then make sure you have shops and stalls in place to meet your guests' needs. Offer salty foods and plenty of drinks. Build souvenir stands near the exits of your most exciting rides. Enthusiastic guests are more likely to buy items such as T-shirts, hats, and sunglasses. Watch your Financial Summary window to see how close you're getting, but remember you're looking for profit, not total sales.





DUSTY GREENS



Objective: Achieve a monthly income from ride tickets of at least \$5,000

Charge for Admission: No

Charge for Rides: Yes

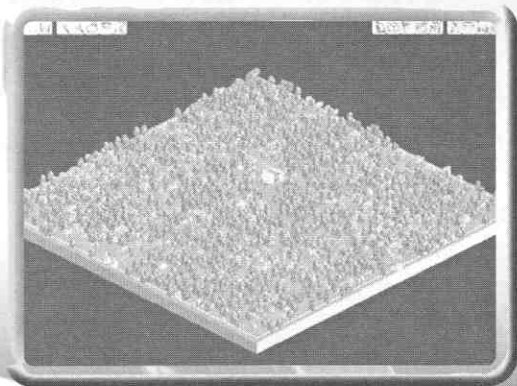
Starting Number of Guests: 79

This one is like Botany Breakers, but with less land to work with. To reach a \$5,000 monthly ride income, you need coasters, but the land initially available makes it difficult to cram all the rides into such a small space.

Fortunately, you can purchase new land and construction rights. On the other side of the highway are two square plots of land for sale. You'll need to buy parts of these properties to reach your goal. To access those pieces of land, buy construction rights allowing you to build elevated footpaths or tunnels connecting the various properties. One option is to span coasters across separated pieces of land. Construction rights cost \$18 per block and buying land costs \$20 per block, so have adequate funds and a good plan before putting any money down.

Fill the land you have with rides, then buy land as needed. The existing mini golf attractions don't generate a ton of profit and they take up a significant amount of space, so demolish them and construct more compact (and profitable) rides. Thrill rides are good candidates for this sort of operation.

FUNGUS WOODS



Objective: 2,500 guests at the end of October, Year 4, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

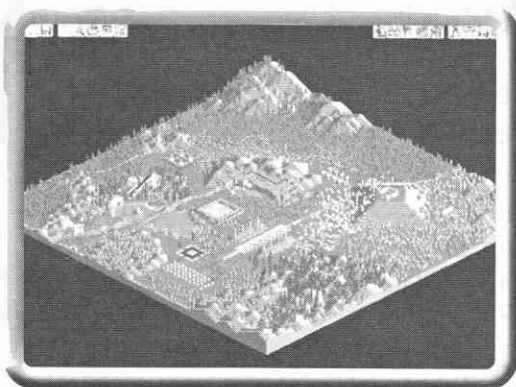
Starting Number of Guests: 24

A lone merry-go-round sitting in the middle of a dense forest is all you begin with. Gradually cover the landscape with twisting wooden coasters and

other traditional rides to meet the requirements. Being limited to older-style rides may seem like a hindrance, but there are enough options to build an exciting theme park.

Increasing admission prices generates the money needed to build large wooden coasters that dive in and out of the canopies of trees. Trees boost your coaster's excitement rating, so preserve the forest. The trees also give your park natural scenery and keep your park rating high, as long as you tend to the usual maintenance issues. Instead of building near the existing merry-go-round, put in small rides near the park's gate and work your way back. This pumps guests up for the bigger rides that await them deeper in the forest.

GRAVITY GARDENS



Objective: Repay your loan and achieve a park value of \$500,000

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 117

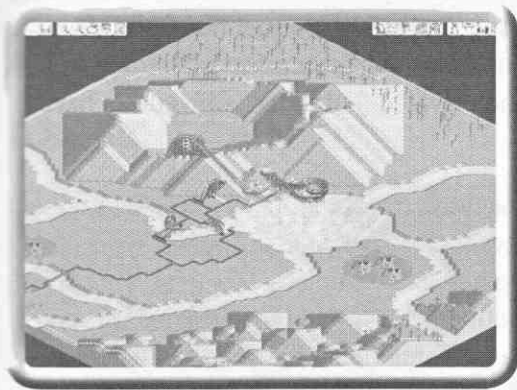
Gravity Gardens is a huge existing park with unique scenery. But the challenge can take the beauty out of this scenario. Not only do you have to worry about paying off your loan, but you also have to increase your park's value. Build shops, stalls, and some coaster-like water rides, but roller

coasters should make up the bulk of your construction opportunities and assets. Although there's no time limit, complete this scenario as soon as possible. The longer your rides sit around, the more they depreciate, decreasing your park value. Each of your coasters should be unique and impressive, because the better your coasters are, the higher they are valued.

At the beginning of the scenario, crank up your admission price to \$15, then follow with an advertising campaign for the Treetop Flyer. This gets more guests in the park while increasing your cash flow. Build a small-to-medium coaster near your park's entrance—keep costs below \$6,000. Each time you build a new coaster, increase the park admission price by a maximum of \$5 and run an advertising campaign for the new ride. When extra money is available, make a \$1,000 payment on your loan. Repeat this process until you meet the scenario requirements.



INFERNAL VIEWS



Objective: Have 10 types of roller coasters operating in your park, each with an excitement rating of at least 6.00

Charge for Admission: No

Charge for Rides: Yes

Starting Number of Guests: 67

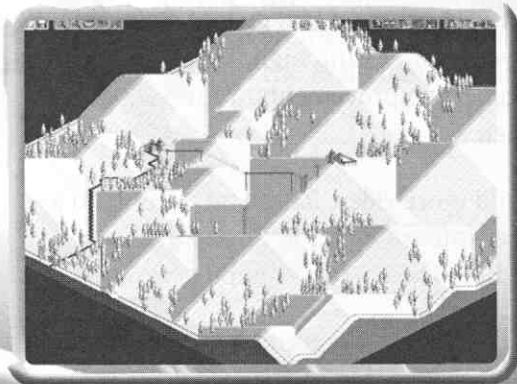
The various streams and pools of lava make building exciting coasters easy in this park. At the beginning of the scenario, you're limited to eight coaster types. Get your research team busy on inventing new coasters. You need at least three

more types because you already have a wooden coaster. Despite the scenario objectives, approach this one the same as you would any other park where you have to raise money through ride tickets. But be careful with loans—the interest rate on this park is locked at 10 percent.

When you're ready to build coasters, incorporate the park's environment to increase excitement ratings. Build turns and helixes over lava pools or tunnel through the rocky terrain. If that's not enough, incorporate theme objects to push your excitement levels over the top. A number of themes work effectively in this park. Add skulls and swamp goo from the spooky theme section; dinosaurs (from the Jurassic section) might be an appropriate addition as well.

Expert Parks

ALPINE ADVENTURE



Objective: Achieve a monthly income from ride tickets of at least \$7,000

Charge for Admission: No

Charge for Rides: Yes

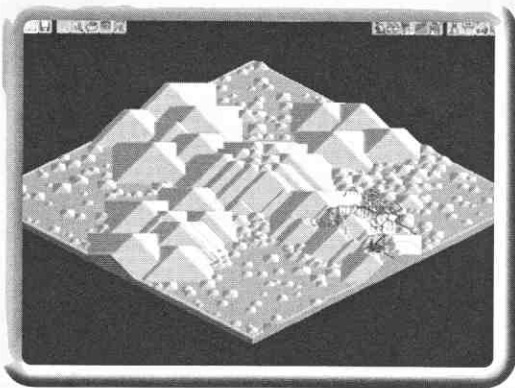
Starting Number of Guests: 13

The most challenging obstacle of this scenario is obvious—the mountainous terrain. The existing chairlift system isn't adequate to support the

number of guests you'll need to generate \$7,000 in monthly ride tickets. However, it is the best transport ride available for climbing the mountains. So expand the chairlift system, using it to ascend steep inclines. Sparingly use elevated footpaths. Instead, tunnel through the mountains to keep your paths level. This way, you can operate separate areas of your park, each at a different elevation. Between the chairlifts and elevated footpaths, your guests have an easy time getting around.

To collect the money you need, build roller coasters. The numerous mountains present a unique engineering challenge, but when possible, turn the uneven terrain to your advantage. Instead of building on the mountains, tunnel inside them. This generates exciting coasters (and other rides) that burrow into the earth. The natural slopes of the mountains allow you to construct lifts and hills that rest on a mountain's surface. This reduces the cost of building tall supports. There are no pressing time constraints, so build your park slowly until you reach the scenario's goal.

EXTREME HEIGHTS



Objective: 4,500 guests in your park with a park rating that never drops below 700

Charge for Admission: No

Charge for Rides: No

Starting Number of Guests: 165

It's easy to get overwhelmed by a park this large, but keep the basic rules in mind to make everything run smoothly. The most noticeable factor of this scenario is that there is no money. Everything is free! Before you get too excited, realize that you must maintain a park rating of

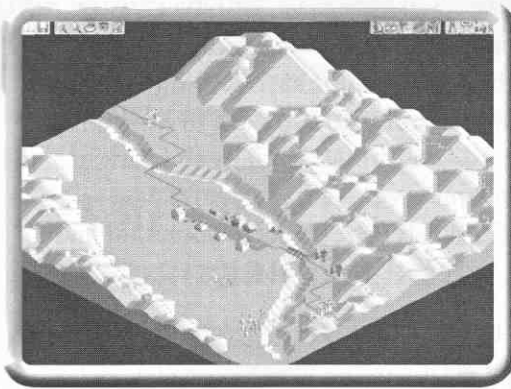
700 at all times on your way to an attendance level of a whopping 4,500 guests! Before worrying about attendance, concentrate on keeping your park rating high. Hire handymen to keep your park clean, and build gardens and other scenery improvements. Your park rating starts out around 780, so keep it at that level or higher.

After your staff has the park rating under control, build more rides. Raise and lower land as needed. Build gentle and thrill rides to offset the super-intense Flaming Fury. Fill the park with coasters of varying intensity and excitement ratings. The more you build, the more



guests you'll attract. Keep hiring mechanics and handymen as you expand. This keeps your park operating smoothly and helps maintain your park rating. It takes a while to reach an attendance of 4,500, as well as a lot of space. But don't spread out too soon. Fill in the front part of the park, then move back as your attendance increases.

GHOST TOWN



Objective: Have 10 types of roller coasters operating in your park, each with a minimum length of 3,937 feet and an excitement rating of at least 7.00

Charge for Admission: No

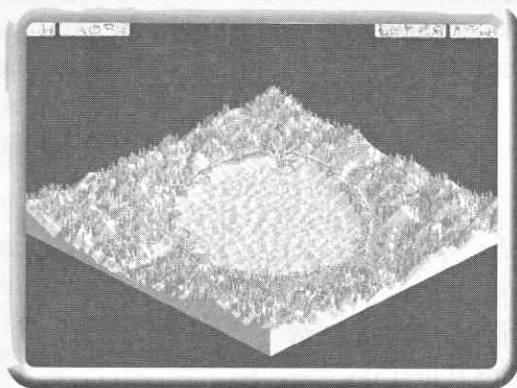
Charge for Rides: Yes

Starting Number of Guests: 0

Building 10 mega coasters is hard, but doing it on a slim budget is even tougher. But that's your challenge in this Old West-style park with two opposing entrances. Start off the same as you would with any park—build your attendance level and begin generating profit off of rides. Focus your research on more roller coasters—the ones immediately available aren't adequate to meet the scenario's requirements.

When you earn (or borrow) enough money, begin construction on your first big coaster—a wooden coaster. While building, consider the amount of space you're using—you'll have to fit nine more coasters of equal proportion in the park before you're through. Twist the track in and around itself to save space. Tunnel to reduce the coaster's surface profile. With a coaster of this size, the excitement rating will be close to 7.00 based on the size. To enhance the ride, add theme objects. After you're finished with the first coaster, you only have nine more to go. Good luck!

LUCKY LAKE



Objective: 2,100 guests in your park with a park rating that never drops below 700

Charge for Admission: No

Charge for Rides: No

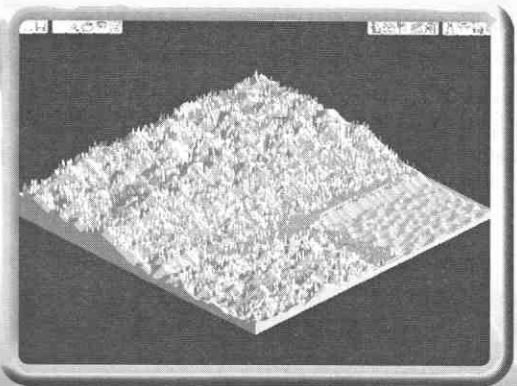
Starting Number of Guests: 129

This scenario is similar to Extreme Heights, but not as challenging. You have unlimited funds at your disposal, but you also have to keep a high park rating at all times. Initially the park has only two employees—a handyman and a mechanic. Bolster the ranks of your staff and

assign them to specific areas of your park. This keeps your park rating at a high level.

The existing mine train coaster functions as a unique transport system with four stations. But some of your more timid guests won't enjoy this wild ride, so build a more accessible transport ride—and don't worry about the water. Think of the lake as a large piece of flat land. As long as you use elevated footpaths, constructing on the water's surface is similar to constructing on land. Normally you'd incur additional costs for building on the water, but money doesn't matter here so build away! Exercise caution when constructing footpaths over the water. Make sure guests can't access the sections on which you're working. If you accidentally delete a segment while guests are walking across it, they can fall in the water and drown.

RAINBOW SUMMIT



Objective: 2,500 guests in your park by the end of October, Year 4, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 285

In this huge park, ride heights must not exceed more than 35 feet above a given piece of ground. This makes roller coaster construction difficult. Fortunately the park is built near a mountain that helps absorb the usual height requirements—



but it's still challenging. To get an idea of how to build a coaster with these unusual restrictions, study the existing coaster and view how it uses the sloped terrain for its climb and initial drop. After the first drop, the layout is flat. Follow this same formula or build inside the mountain. After you tunnel inside, anything is possible.

Beyond coaster construction, you need to worry about the usual scenario requirements. This park features another large lake to build most of your gentle and thrill rides on—as long as they don't exceed the height restriction. The park also features a chairlift system that carries guests up the mountain. Build some attractions at the top of the mountain so guests have something to do after they get there. Expand the tram service to the park's entrance.

"Real" Parks

SIX FLAGS® BELGIUM



Objective: 3,500 guests in your park by the end of October, Year 4, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 1,590

At its starting size, the park is large. But you must make improvements before it can handle an extra 2,000 guests. First of all, remedy the park's shortage of restrooms. Also, add more food and drink stalls, providing more balance

and wider coverage. Make the park's transport system more efficient, too. The size of the train's circuit is adequate, but a couple more stations help disperse guests more evenly. This keeps your guests content for the time being.

Start building more rides. The park has several great roller coasters, but build a few more. As you construct more coasters, add more gentle and thrill rides to occupy your more passive guests. There's plenty of land, but as you build bigger and better rides, you may run out of space. If that's the case, buy adjacent land. Be careful, though; it costs \$100 per block! If you incorporate the large lake in the center of the park, you may not need to buy new land.

SIX FLAGS® GREAT ADVENTURE



Objective: 3,000 guests in your park with a park rating that never drops below 700

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 1,949

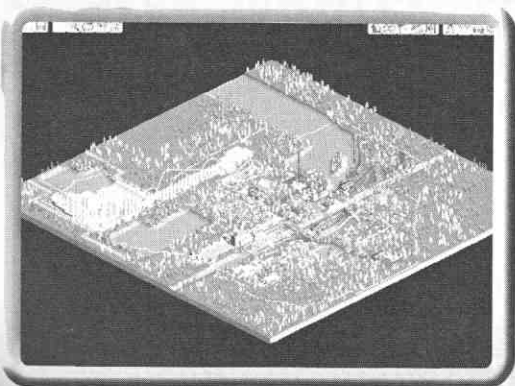
At the time you take over, the park is running well—but you can make things better. And you'll have to before 1,000 more guests walk through your gates. Put in more restrooms—the three provided aren't enough to support 2,000 people.

Your first major project is a better transport

system. The existing chairlift system isn't effective, circulating passengers only in the center of the park. Build a parkwide elevated monorail system to rapidly move guests around the perimeter of the park. The need for a more effective transport system becomes more apparent after you build new rides.

Also build more gentle and thrill rides. As is, the park is spread out. Fill in the gaps with smaller rides and stalls. If your budget is up to it, put up another huge coaster in the large open area near the park's entrance. The park offers land for expansion, but if you need to buy land, it's available in certain areas for \$90 per block.

SIX FLAGS® HOLLAND



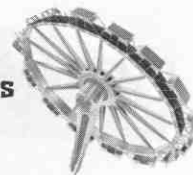
Objective: 3,500 guests in your park by the end of October, Year 4, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

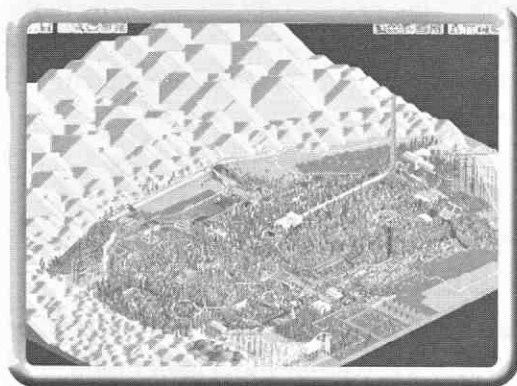
Starting Number of Guests: 1,336

Make the usual additions of restrooms and food/drink stalls. The park's transport system is a ride at the start of the scenario. Expand it or build two more stations—one by the Flying Dutchman™ Gold Mine™ and another by Excalibur™. Scout



around for new ride locations. The park could benefit from a couple of roller coasters and a few smaller rides. As the park gets crowded and the scenario deadline approaches, hire more handymen to deal with the influx of people. Double up on patrols—especially in the wider high traffic areas of the park.

SIX FLAGS® MAGIC MOUNTAIN



Objective: Repay your loan and achieve a park value of at least \$700,000

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 2,778

When you take control, the park is in debt by \$50,000 and has a park value of \$500,000. You must make that debt evaporate and increase the park's value by at least \$200,000. The quicker you reach the objective the better—the park

value decreases the longer you play. To attack this scenario, increase your attendance and use that money to pay off the loan while financing new rides and improvements. Most of the land available for expansion is in the back of the park. Because roller coasters are the best way to increase a park's value, construct a few. If you run out of room, you can buy extra land, but doing so won't increase the park value—this only increases when you build. Do your best with the land available because buying land is a quick way to get in debt. Throughout the scenario, run frequent advertising campaigns to increase your attendance.

SIX FLAGS® OVER TEXAS



Objective: 3,500 guests in your park with a park rating that never drops below 700

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 1,684

In this scenario, you're stuck with the land you start with, which is enough if you properly handle expansion. From the beginning, the park runs smoothly with a high park rating. Your goal

is to increase attendance by 2,000 guests while keeping that high rating. As long as you stay on top of your staff and hire new workers during expansion, the park rating won't be a problem. But you'll need to be more creative to draw in more guests.

Compared to the other parks, this one has the least amount of room for expansion. But there are several open areas in the middle of the park that would hold smaller attractions. The first big expansion area is near the Shockwave™. Build two large roller coasters in this spot. The next big area is between the Texas Giant™ and the Titan™. Another large coaster could fit here, too, but you might want the land for smaller thrill rides.

Other Parks

BUILD YOUR OWN SIX FLAGS® BELGIUM



Objective: 3,500 guests in your park by the end of October, Year 5, with a park rating of at least 600

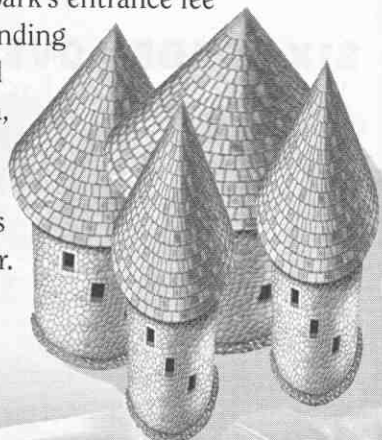
Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 0

Here's your chance to take an already designed park and fill it with rides of your own choice and design. Lower the park's entrance fee to \$10 or \$15, expanding

along both sides of the park's gates. There's enough land to build several small rides and a small roller coaster. As you fill that area, build outward along the large lake in the center of the park. Put a few water rides in and around the various bodies of water. As you build rides farther out, construct a transport system (such as a monorail or miniature railway) that circles the park's perimeter. Start with a couple of stations but leave room to add others.





BUILD YOUR OWN SIX FLAGS® GREAT ADVENTURE



Objective: 2,500 guests in your park by the end of October, Year 5, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 0

After you lower the admission price, start building. The large flat area to the right of the park's gates looks good. Build a few gentle and thrill rides in this area. Guests have a long walk ahead of them before entering the park's gates,

so provide food and drink stands and benches near the entrance. Put your first rides close to the gates—after such a long walk to get into the park, the last thing your guests want to do is wander around looking for rides. The garden area ahead of the park's entrance is a nice existing element. Build food and drink stalls along this area and your guests will use the numerous existing benches. Hire a security guard to patrol this area—the benches and litter bins make tempting targets for vandals.

BUILD YOUR OWN SIX FLAGS® HOLLAND



Objective: 2,500 guests in your park by the end of October, Year 6, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 0

Six Flags® Holland has wonderful scenery, which makes the park rating an easy requirement to achieve. Now you need to get guests in the park. The area to the right side of the entrance has everything you need to begin—flat land, natural water, paths, and benches. Build

a few small rides in this area and monitor their popularity. As the queues fill, construct more rides. In the beginning, drop the park admission price to \$8, but increase it as you add more rides. To boost initial attendance, run an advertising campaign for the park or one of the rides. Advertising for a particular ride is a good way to direct your guests to a certain area of your park.

BUILD YOUR OWN SIX FLAGS® MAGIC MOUNTAIN



Objective: Repay your loan and achieve a park value of at least \$700,000

Charge for Admission: Yes

Charge for Rides: No

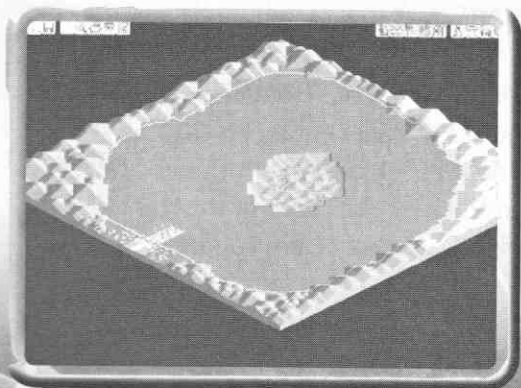
Starting Number of Guests: 0

Six Flags® Magic Mountain is a giant park with footpaths meandering every which way. Focus your first efforts on limiting the foot traffic to the front of the park. Between some of the footpaths are existing blocks of land that are

tailor-made for gentle and thrill rides. Fill these areas first, then expand to the larger flat areas on both sides of the park's gates.

There is no time limit on this scenario. But you need to keep building large coasters and other rides to raise the park value above \$700,000. In the beginning, concentrate on building attendance and cash. Then gradually pay off the \$50,000 loan while financing new rides with increased admission prices.

BUILD YOUR OWN SIX FLAGS® PARK



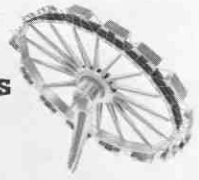
Objective: 1,500 guests in your park by the end of October, Year 4, with a park rating of at least 600

Charge for Admission: Yes

Charge for Rides: No

Starting Number of Guests: 0

Now you can build your own Six Flags® park from scratch! Think of this round park as a wheel with the pond in the center being the hub.



Slowly fill the center of the map with small rides, then gradually build roller coasters around the perimeter. Place your footpaths to reflect the shape of the park. Plan at least four major “spokes” that lead outward from the pond and branch off in different directions.

As the park fills with rides, build an elevated monorail around the perimeter with stations scattered as needed. By the last year of the scenario, have at least four major roller coasters. If earning money is a problem, increase your loan—the interest rate is locked in at 5 percent and won’t cut into your profits. Unlike the other Six Flags® parks, there is no scenery spread throughout the park, so fill in open areas with gardens and trees to ensure a high park rating.

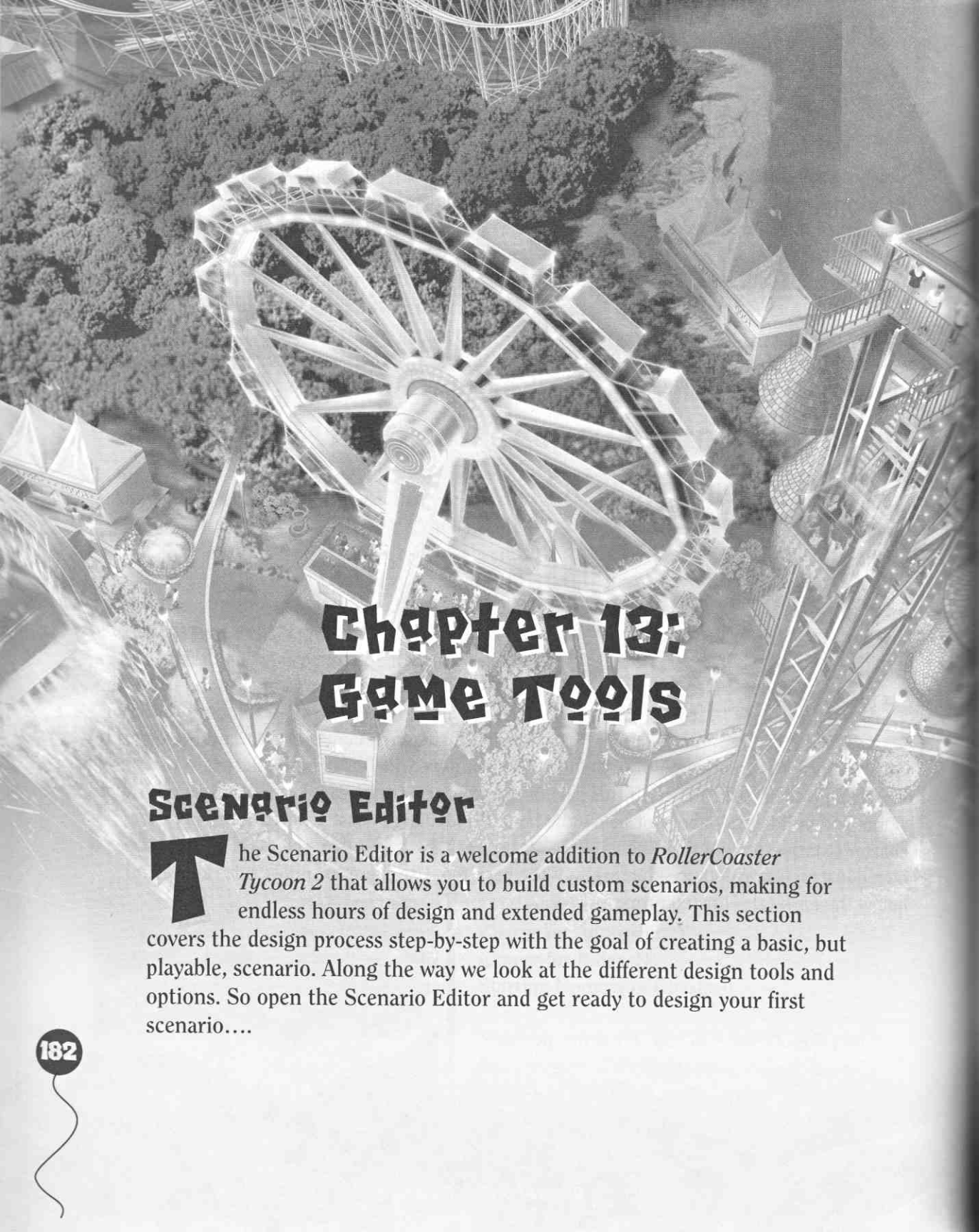
BUILD YOUR OWN SIX FLAGS® OVER TEXAS



Objective: 3,000 guests in your park by the end of October, Year 5, with a park rating of at least 600
 Charge for Admission: Yes
 Charge for Rides: No
 Starting Number of Guests: 0

The irregular shape of Six Flags® over Texas makes construction and expansion difficult. Construct rides in the large area to the left of the park’s gate. When you run out of space there, build through the center and toward the opposite side of the park. To the park’s far left, a road

bisects a piece of park. To access this part of the park, use the already owned construction rights and build either above or below the land. Build a large coaster here. Construct the coaster’s station on one side, then cross over the road for the bulk of the twisting ride. You own construction rights in other areas of the park too. Use them to sprawl rides above and below the park’s designated property line.



Chapter 13: Game Tools

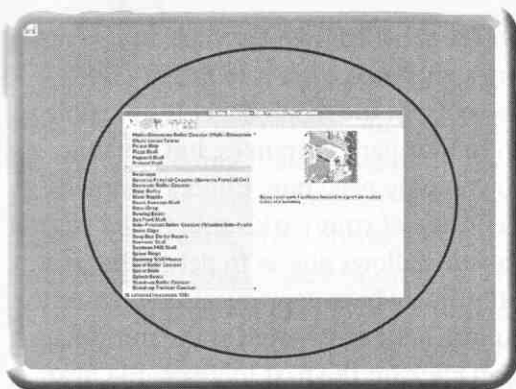
Scenario Editor

The Scenario Editor is a welcome addition to *RollerCoaster Tycoon 2* that allows you to build custom scenarios, making for endless hours of design and extended gameplay. This section covers the design process step-by-step with the goal of creating a basic, but playable, scenario. Along the way we look at the different design tools and options. So open the Scenario Editor and get ready to design your first scenario....



SELECT OBJECTS

The first step of creating a scenario is choosing what kind of rides and attractions are available. You can select a maximum of 128 attractions, but that won't cover everything available in the game. For our scenario, start by picking park necessities like the information kiosk, restrooms, cash machines, and first aid stations. These are usually selected by default, but make sure—unless you want to create a difficult scenario. Next, select about 10–20 different shops and stalls—your guests always need food and drinks. After you select the park basics, fill in the remaining slots with rides. Offer a mixture of transport rides, gentle rides, thrill rides, water rides, and roller coasters.



Don't forget park necessities like restrooms—a park without restrooms won't be a happy place for very long.

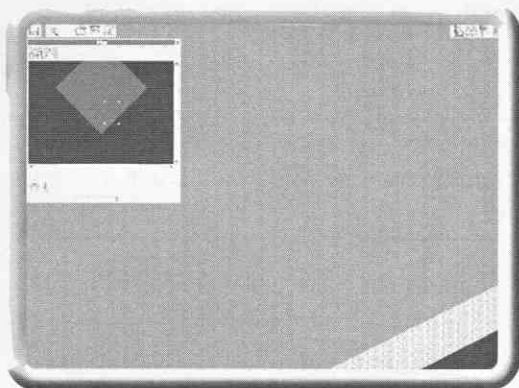
Now move on to the other Object Selection tabs. Unless you want to limit design options, there's no reason not to select all eight footpath types. However, you have to be more selective when it comes to themes—the limit is 13. These objects become available during the landscape editing phase, so this is when you need to determine

what kind of theme, if any, you want to implement. Select any themes and move on to the next tab. Only one type of park entrance can be selected, but the default option is fine for our needs. Next choose the type of water you want in the park. Leave this at the default—natural water.

At the top right of the Object Selection window is a button labeled Advanced. This allows you to select individual objects from particular themes. For example, if you didn't select the Egyptian theme option, but you want the Sphinx, find it in the master list of large scenery objects and add it. We have plenty to work with for this scenario, so don't worry about adding anything else.

EDIT LANDSCAPE

Turn your attention to the landscape. Adjust the size of the map to reflect the aim of the scenario and its objectives. If you're shooting for a large attendance objective, make the map large. The numbers refer to how many blocks in length and width a map is. The maximum map size is a 256x256 block area, and the default map size is a 150x150 block area. This is too large for our needs, so reduce it to 100x100.



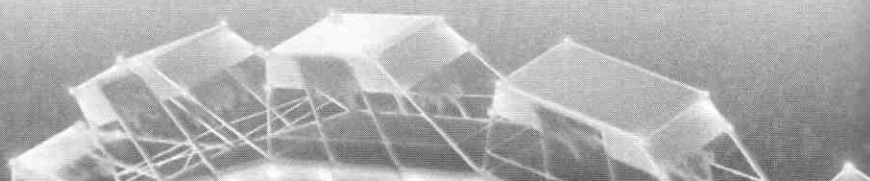
Reduce the map size to something less overwhelming.

When you're satisfied with the map size, place your park's entrance. Find a spot that's a few blocks away from the map's edge. It's possible to place up to four park entrances, but for this scenario you only need one. Build a footpath from the inside of your park's gate to the edge of the map—this allows guests to get to the park.

Next determine where your guests will enter the map. You can set up to two starting positions, but you just need one here. On the mini map, click the button at the bottom with the guest icon, then click on the first footpath tile near the map edge. Before clicking, make sure the arrow points toward your gate.

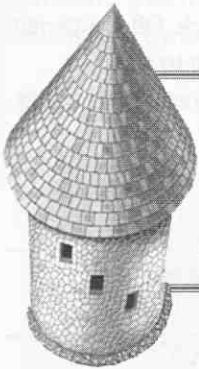
Set the boundaries of your park's property. In the mini map, click the button with the sign icon labeled Select Park-Owned Land Etc. This opens a new subset of checkable options allowing you to mark the map for pre-owned construction rights, land for sale, and construction rights for sale. Use the Land Owned option. Set the brush option to cover a wide 6x6 area and begin marking your property line at the park's gate. Move the view around and draw the basic boundaries of your park. Fill in the middle later.

To get a broad idea of how much land is being used, glance at the mini map to see the park-owned land marked by the light green color. To mark territory in the mini map, move the mouse over the map, click, and hold the left mouse button down while dragging across the map. This allows you to "paint" larger areas, but it isn't effective when defining boundaries. Use it to fill the open areas in the center of your park after you define a perimeter.



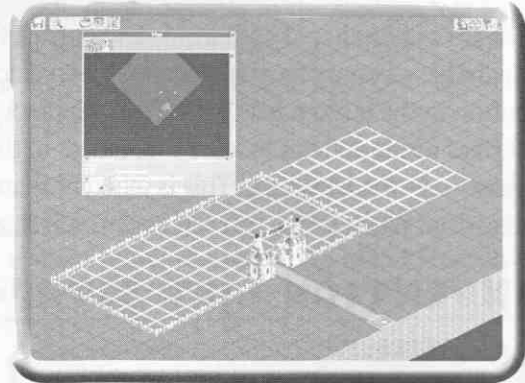


Start building your park's property line next to the entrance.

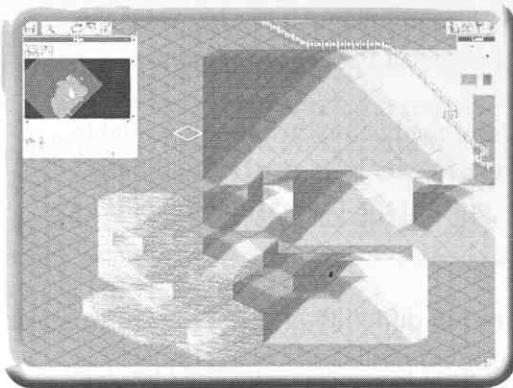


TIP

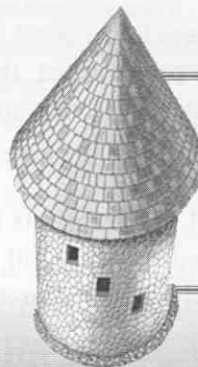
There must be paths connected on both sides of the park's gate before you proceed to the next phase.



When you've set the park's boundaries, edit the landscape. You can do this before setting up the park, but doing it after makes things easier. Click on the Shovel button at the top and raise and lower land as needed—and it won't cost a thing! Add natural-looking elevation features by clicking the - button in the Land window until the brush icon is a solid square surrounded by several dashed squares. This option makes it possible to pull large areas of terrain up and down, providing natural slopes. Try it out on the map. To make a hill, click and move the mouse upward. To dig a crater, click and pull the mouse down. Add water where needed. For this scenario keep the terrain relatively flat.



Add hills and water where needed.



TIP

Constructing landscapes takes a long time, so save often—especially before making a drastic change.

Terrain can be altered both inside and outside the park, so put down any trees or theme objects that might be necessary for the scenario. When placing large groups of trees use the Cluster option (the button in the bottom left of the Trees window) to plant entire forests with a single click. Offer a variety of trees inside and out to add randomness to the map's appearance. Before continuing to the next phase, save the landscape. This is different than saving a scenario. The landscape file just contains the map data. When saved, you can load it, edit it, and use it again on different scenarios.

INVENTION LIST SETUP



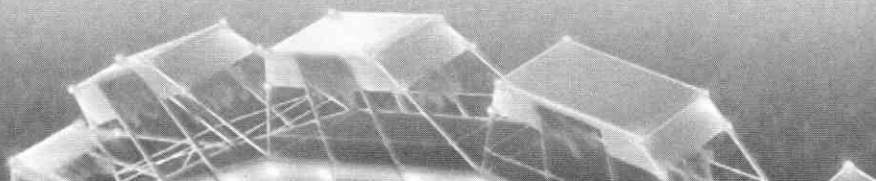
Drag and drop rides and attractions onto the appropriate lists.

With the landscape taken care of, it's back to designing the scenario. In the next phase you have to determine what the player builds at the beginning and what needs to be researched before being available. This is accomplished in the Invention List window's two main lists:

Items Pre-Invented at the Start of Game: This is the list where you put the rides, shops, stalls, and other facilities you want available at the beginning of the scenario. List the park necessities as well as a few rides of each type. To move attractions between the two lists, drag and drop them onto the appropriate list. The number of items immediately available for construction impacts the scenario's difficulty, so adjust the list accordingly.

Items to Invent during Game: These items must be researched before becoming available. While order doesn't matter in the previous list, the order in which items are listed here determines when they become available. For example, putting the tram at the top of the list makes it the first researched transport ride.

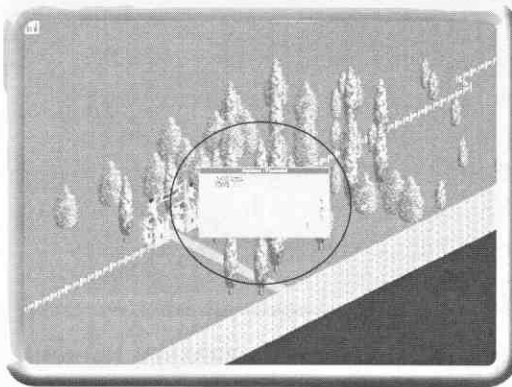
Manipulating the order of this list greatly affects the overall difficulty of the scenario. To make the scenario tough, front-load the list with small, unprofitable rides and attractions. This forces the player to move through all the research before getting to anything substantial. But





to make things more random, click the button labeled Random Shuffle in the bottom left corner of the window. This mixes up the invention list into a random order. Although random, this inadvertently places the items in an order that makes the scenario difficult. Always go through this list before moving to the next phase.

SELECT OPTIONS

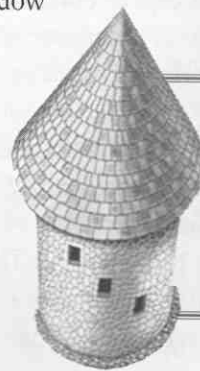


These options allow you to set the initial financial values of the scenario.

Next, set the various starting options and restrictions. In the financial options, you change the amount of cash the player starts with, the initial loan, maximum loan size, interest rate, and whether or not you want to allow marketing campaigns. Tweaking these values gives you more leverage in determining the scenario's difficulty. This window

allows you to remove money from the scenario, making all the other options disappear. The default settings are adequate for now, so move on to the next tab.

Use the guest options to adjust your guests' initial properties. Increase the amount of cash they have on hand if you plan on charging a high admission price. The initial happiness is OK at 50 percent—it's the player's job to make them happier with their park. The initial hunger and thirst percentages determine how soon guests seek food and drinks. They are OK at their default settings. Setting the guests' preferences for more or less intense rides determines a ride's popularity. If you want to provide a wide mix of guests with varying preferences, don't check either box.



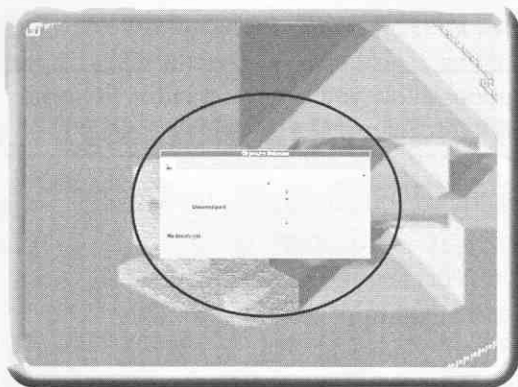
TIP

Annual interest rates can be raised as high as 80 percent!

The next tab covers some general park options where you adjust the cost of purchased land and construction rights. That doesn't pertain to our scenario so leave these values alone. However, you want to determine the way the park generates income. Select Pay to Enter

Park/Free Rides from the drop-down menu and set the entry price to \$5. The remaining check box options add restrictions and greater difficulty, but these don't matter for this scenario.

SET OBJECTIVES



Setting the scenario's objectives is one of the last steps.

Finally we set the scenario's main objective. Select Number of Guests at a Given Date from the drop-down menu. Scroll the Number of Guests to 1,000 and change the Objective Date to October, Year 2. This challenges the player to reach an attendance level of 1,000 guests by October, Year 2.

Change the climate of the park to cool and wet, warm, hot and dry, or cold. Leave it at warm. The park and scenario are yet to be named so provide each with an appropriate name. The Scenario Group option allows you to choose in which section the scenario appears. Leave it set to Other Parks.

Finally, enter a short sentence about your fictitious park under Park/Scenario Details. This appears on the scenario selection list and in the Park Information window when the scenario starts. After you enter all the information, click on the final red arrow in the bottom right corner to save the scenario. This ends the session with the Scenario Editor and exits out to the main menu. Start a new scenario and find yours listed among the Other Parks tab. Start it and play it to see how well you did.

TESTING & TWEAKING

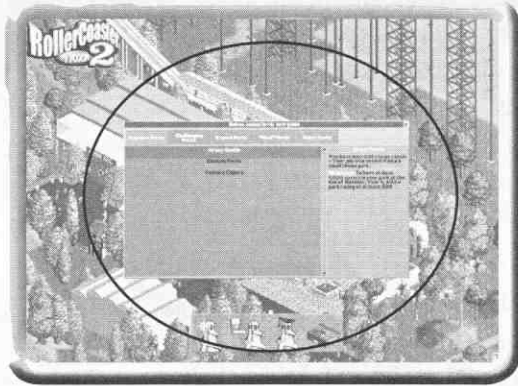
Play-testing the scenario gives you a good idea of what works and what doesn't. While playing through the scenario, make notes about what should be changed to make the scenario easier, harder, or better. Making custom scenarios takes time, experimentation, and tweaking, so don't be discouraged if your first attempt falls short of a masterpiece. Go back and edit it till it works the way you envisioned. If possible, have friends play it and give you feedback—most of





the time they see things that you didn't and offer useful suggestions. The scenario files are relatively small, making them easy to hand over on floppy disks or trade through e-mail.

A FINAL WORD ON SCENARIO DESIGN



Learn how the game functions before taking up scenario design.

The Scenario Editor makes it easy to build scenarios, but take certain considerations into account before getting serious. Be familiar with the game. Play through a few scenarios before trying your hand at scenario design. The playing experience helps you understand how the game and various objects work. From the initial design stages, have a scenario objective in mind.

Although objectives are defined toward the end of the design process, knowing the purpose of the scenario is helpful when it comes to designing. Verify that you provide the player enough objects and money to meet the scenario requirements. It's easy to make impossible scenarios, but making challenging parks with attainable requirements takes experience, play testing, and tweaking. In the end, patience separates the great scenarios from the mediocre ones.

Convert Saved Game to Scenario

This tool allows you to take already functioning parks and create new scenarios out of them, so that the scenarios have rides, stalls, and guests already present. However, you must have a saved game first. Do this by building a custom scenario and playing it for a while. When you get the park built up to where you want your new scenario to begin, save it and exit to the main screen. Use this tool to open the saved game file. Now you can adjust the scenario objectives and other minor options. You can select which already-built rides to preserve in the new scenario. This option allows you to prevent the user from removing or modifying certain rides. So, if you don't want the player messing around with your masterpieces, place a preservation order on the ride. You can't alter the landscape with this tool—you're stuck with the same scenery. When you finish making changes, save the scenario and give it a spin!

Roller Coaster Designer



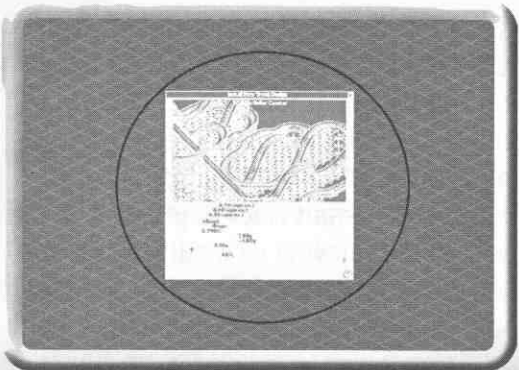
Choose from the long list of available coaster types.

Like the Scenario Editor, the Roller Coaster Designer is another powerful tool allowing users to create their own coasters without the limitations of space and costs. Building coasters here is the same as building them in a park, except you won't have to worry about the usual distractions of running a park. Use the Roller Coaster Designer when creating custom designs.

The designer opens with a window listing all of the available coaster types. You can select up to four coaster types at a time, so find a few that catch your interest and get busy. Click on the Construction button in the top right of the screen to select a coaster type. There's also a list of other track designs. You can build one of these as well, using its design as a base or guide for your own custom creation.

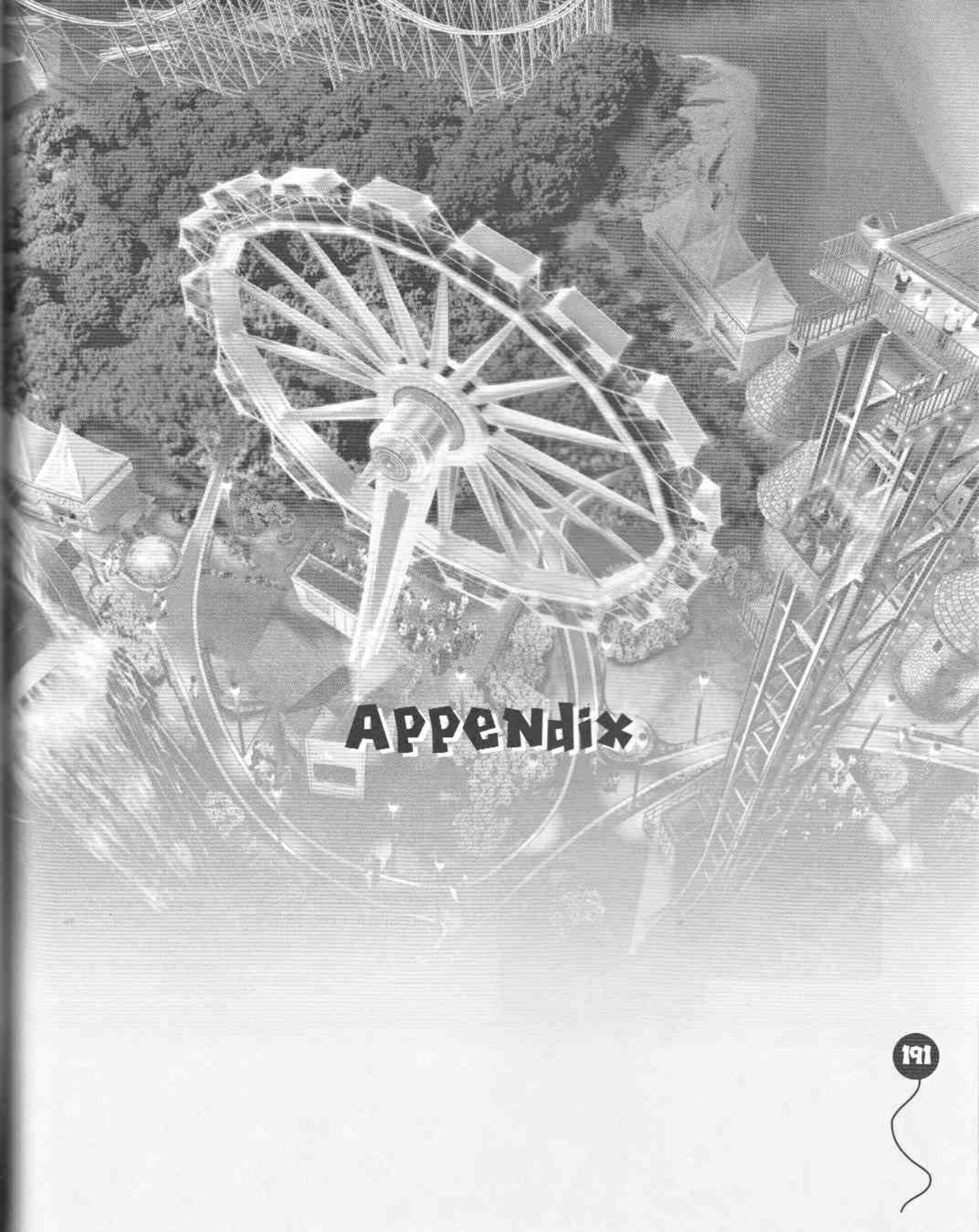
The Roller Coaster Designer is useful for building coasters without the worries of running a park, but it does have drawbacks. The most noticeable is the inability to build tunnel sections. Tunneling relies on the surrounding environment, so if you want a tunneling coaster, build it on-site at whatever park you're working on. Build the basic shape and other ride elements in the Roller Coaster Designer, then edit the track design to fit your terrain when in a scenario.

Track Designs Manager



Import track designs with the Track Designs Manager.

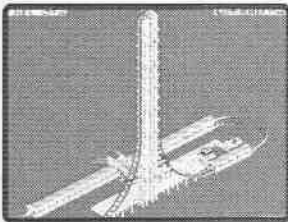
This basic tool allows you to import track designs of all types into the game, such as custom designs from a disk or another area of your hard drive. But one of the tool's more impressive features is its ability to load custom track designs from the original game. Some *RollerCoaster Tycoon* designs might not be compatible with the new game, but most load and allow you to import the track designs you've grown attached to over the last few years. This means you won't have to re-create your classic designs from the original game.

An aerial, black and white photograph of a theme park. A large Ferris wheel is the central focus, surrounded by various roller coaster tracks, including a wooden one at the top and a steel one on the right. There are also some smaller structures and trees scattered throughout the park area.

Appendix

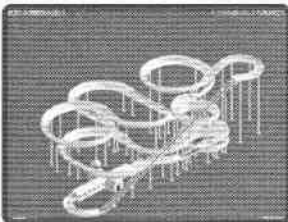
ROLLER COASTER STATISTICS

Air Powered Vertical WINGS OF APOLLO



Excitement Rating: 8.06 (approx.)
Intensity Rating: 8.93 (approx.)
Nausea Rating: 6.90 (approx.)
Max Speed: 85 mph
Average Speed: 44 mph
Ride Length: 1,168 ft
Max. Positive Vertical G's: 4.00 g
Max. Negative Vertical G's: -2.14 g
Max. Lateral G's: 2.23 g
Total Air Time: 4.02 sec
Drops: 1
Highest Drop Height: 196 ft
Space Required: 26 x 6 blocks
Approximate Cost: \$7,166

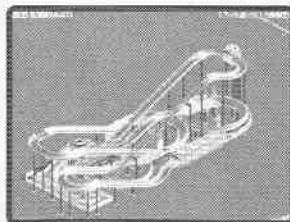
Bobsleigh Coaster ICICLE BOB



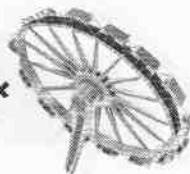
Excitement Rating: 5.36 (approx.)
Intensity Rating: 5.47 (approx.)
Nausea Rating: 4.65 (approx.)
Max Speed: 37 mph

Average Speed: 13 mph
Ride Length: 2,287 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: -0.47 g
Max. Lateral G's: 1.58 g
Total Air Time: 0.00 sec
Drops: 2
Highest Drop Height: 9 ft
Space Required: 21 x 13 blocks
Approximate Cost: \$9,691

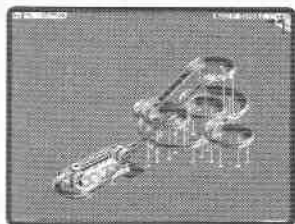
IGNITION



Excitement Rating: 5.49 (approx.)
Intensity Rating: 6.28 (approx.)
Nausea Rating: 4.33 (approx.)
Max Speed: 45 mph
Average Speed: 14 mph
Ride Length: 2,454 ft
Max. Positive Vertical G's: 2.72 g
Max. Negative Vertical G's: -0.12 g
Max. Lateral G's: 1.70 g
Total Air Time: 0.39 sec
Drops: 5
Highest Drop Height: 52 ft
Space Required: 9 x 22 blocks
Approximate Cost: \$8,926

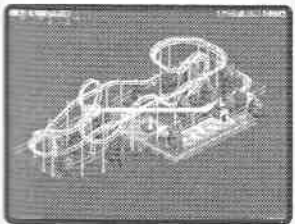


TOXIC TOBOGGAN



Excitement Rating: 5.16 (approx.)
 Intensity Rating: 5.71 (approx.)
 Nausea Rating: 4.77 (approx.)
 Max Speed: 39 mph
 Average Speed: 12 mph
 Ride Length: 1,496 ft
 Max. Positive Vertical G's: 2.59 g
 Max. Negative Vertical G's: -0.27 g
 Max. Lateral G's: 1.71 g
 Total Air Time: 0.00 sec
 Drops: 2
 Highest Drop Height: 19 ft
 Space Required: 19 x 12 blocks
 Approximate Cost: \$5,927

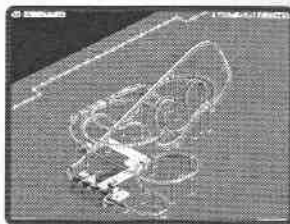
Compact Inverted Coaster EL CONDOR



Excitement Rating: 5.67 (approx.)
 Intensity Rating: 8.25 (approx.)
 Nausea Rating: 6.55 (approx.)
 Max Speed: 42 mph
 Average Speed: 13 mph
 Ride Length: 1,837 ft
 Max. Positive Vertical G's: 3.33 g
 Max. Negative Vertical G's: -1.30 g
 Max. Lateral G's: 1.97 g
 Total Air Time: 2.73 sec

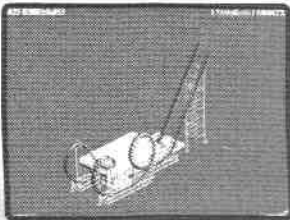
Drops: 7
 Highest Drop Height: 52 ft
 Inversions: 5
 Space Required: 22 x 9 blocks
 Approximate Cost: \$8,092

LOBOTOMIZER



Excitement Rating: 5.75 (approx.)
 Intensity Rating: 8.22 (approx.)
 Nausea Rating: 6.42 (approx.)
 Max Speed: 45 mph
 Average Speed: 17 mph
 Ride Length: 2,214 ft
 Max. Positive Vertical G's: 3.79 g
 Max. Negative Vertical G's: -1.32 g
 Max. Lateral G's: 2.15 g
 Total Air Time: 2.31 sec
 Drops: 6
 Highest Drop Height: 62 ft
 Inversions: 3
 Space Required: 22 x 9 blocks
 Approximate Cost: \$10,215

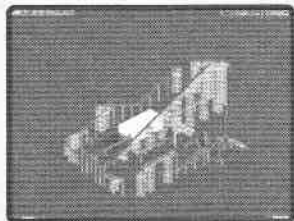
Corkscrew Roller Coaster COBRA



Excitement Rating: 6.10 (approx.)
 Intensity Rating: 8.10 (approx.)
 Nausea Rating: 3.60 (approx.)

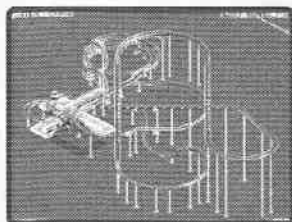
Max Speed: 47 mph
Average Speed: 18 mph
Ride Length: 1,496 ft
Max. Positive Vertical G's: 4.48 g
Max. Negative Vertical G's: -0.32 g
Max. Lateral G's: 1.92 g
Drops: 9
Highest Drop Height: 68 ft
Inversions: 6
Space Required: 16 x 5 blocks
Approximate Cost: \$4,491

GREAT AMERICAN SCREAM MACHINE



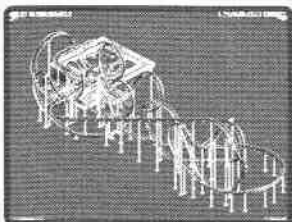
Excitement Rating: 7.20 (approx.)
Intensity Rating: 9.40 (approx.)
Nausea Rating: 4.70 (approx.)
Max Speed: 54 mph
Average Speed: 13 mph
Ride Length: 3,199 ft
Max. Positive Vertical G's: 4.80 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 2.24 g
Total Air Time: 0.50 sec
Drops: 10
Highest Drop Height: 98 ft
Inversions: 7
Space Required: 32 x 23 blocks
Approximate Cost: \$18,554

IONIZER



Excitement Rating: 6.50 (approx.)
Intensity Rating: 6.80 (approx.)
Nausea Rating: 3.20 (approx.)
Max Speed: 47 mph
Average Speed: 15 mph
Ride Length: 2,933 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.60 g
Total Air Time: 2.75 sec
Drops: 9
Highest Drop Height: 62 ft
Inversions: 2
Space Required: 28 x 18 blocks
Approximate Cost: \$14,994

OCTIVATOR

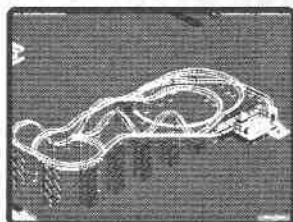


Excitement Rating: 6.80 (approx.)
Intensity Rating: 9.00 (approx.)
Nausea Rating: 4.30 (approx.)
Max Speed: 49 mph
Average Speed: 13 mph
Ride Length: 3,110 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.60 g
Total Air Time: 2.25 sec



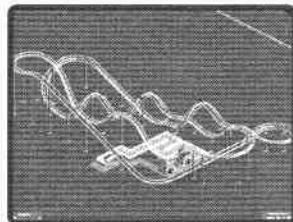
Drops: 13
 Highest Drop Height: 82 ft
 Inversions: 8
 Space Required: 12 x 27 blocks
 Approximate Cost: \$14,460

TORNADO



Excitement Rating: 5.80 (approx.)
 Intensity Rating: 6.90 (approx.)
 Nausea Rating: 3.20 (approx.)
 Max Speed: 38 mph
 Average Speed: 13 mph
 Ride Length: 2,054 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.25 sec
 Drops: 8
 Highest Drop Height: 42 ft
 Inversions: 2
 Space Required: 24 x 11 blocks
 Approximate Cost: \$10,087

TRIPLE CORKSCREW



Excitement Rating: 5.60 (approx.)
 Intensity Rating: 7.40 (approx.)
 Nausea Rating: 3.20 (approx.)
 Max Speed: 38 mph

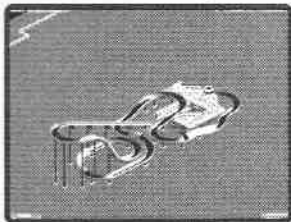
Average Speed: 13 mph
 Ride Length: 1,716 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 3.00 sec
 Drops: 10
 Highest Drop Height: 42 ft
 Inversions: 3
 Space Required: 22 x 14 blocks
 Approximate Cost: \$8,259

VIPER



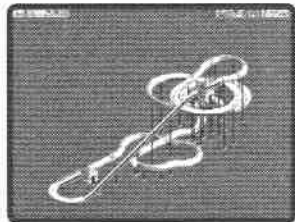
Excitement Rating: 7.20 (approx.)
 Intensity Rating: 9.30 (approx.)
 Nausea Rating: 4.40 (approx.)
 Max Speed: 58 mph
 Average Speed: 13 mph
 Ride Length: 3,110 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -0.96 g
 Max. Lateral G's: 2.56 g
 Total Air Time: 1.00 sec
 Drops: 12
 Highest Drop Height: 111 ft
 Inversions: 7
 Space Required: 16 x 39 blocks
 Approximate Cost: \$17,487

Dinghy Slide DEMON DROP



Excitement Rating: 4.70 (approx.)
Intensity Rating: 5.70 (approx.)
Nausea Rating: 3.50 (approx.)
Max Speed: 36 mph
Average Speed: 9 mph
Ride Length: 1,128 ft
Max. Positive Vertical G's: 2.56 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 2.56 g
Total Air Time: 0.25 sec
Drops: 4
Highest Drop Height: 42 ft
Space Required: 20 x 7 blocks
Approximate Cost: \$2,388

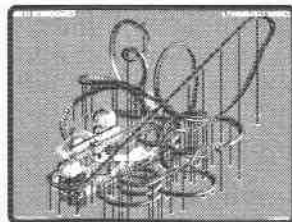
ICE FLOW



Excitement Rating: 2.50 (approx.)
Intensity Rating: 2.70 (approx.)
Nausea Rating: 1.60 (approx.)
Max Speed: 31 mph
Average Speed: 15 mph
Ride Length: 1,282 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: -0.96 g
Max. Lateral G's: 1.28 g

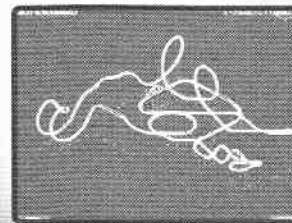
Total Air Time: 0.25 sec
Drops: 5
Highest Drop Height: 22 ft
Space Required: 23 x 9 blocks
Approximate Cost: \$3,495

Floorless Roller Coaster FRIGHTMARE



Excitement Rating: 8.20 (approx.)
Intensity Rating: 7.90 (approx.)
Nausea Rating: 4.90 (approx.)
Max Speed: 63 mph
Average Speed: 24 mph
Ride Length: 3,740 ft
Max. Positive Vertical G's: 4.80 g
Max. Negative Vertical G's: -0.32 g
Max. Lateral G's: 2.56 g
Total Air Time: 0.75 sec
Drops: 7
Highest Drop Height: 108 ft
Inversions: 5
Space Required: 17 x 24 blocks
Approximate Cost: \$23,174

MEDUSA™

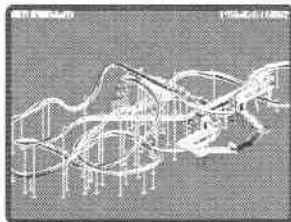


Excitement Rating: 7.80 (approx.)
Intensity Rating: 9.10 (approx.)



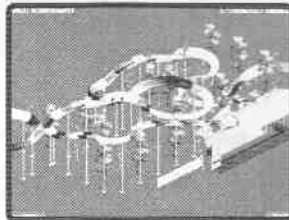
Nausea Rating: 5.00 (approx.)
 Max Speed: 63 mph
 Average Speed: 20 mph
 Ride Length: 4,190 ft
 Max. Positive Vertical G's: 4.16 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 3.00 sec
 Drops: 13
 Highest Drop Height: 121 ft
 Inversions: 7
 Space Required: 34 x 34 blocks
 Approximate Cost: \$25,644

Flying Roller Coaster UPDRAFT



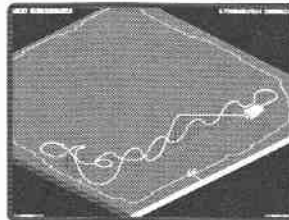
Excitement Rating: 7.30 (approx.)
 Intensity Rating: 6.90 (approx.)
 Nausea Rating: 6.70 (approx.)
 Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 2,710 ft
 Max. Positive Vertical G's: 2.56 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 3.00 sec
 Drops: 7
 Highest Drop Height: 62 ft
 Inversions: 1
 Space Required: 29 x 13 blocks
 Approximate Cost: \$15,786

Flying Turns LA VIBORA



Excitement Rating: 5.20 (approx.)
 Intensity Rating: 5.60 (approx.)
 Nausea Rating: 4.00 (approx.)
 Max Speed: 29 mph
 Average Speed: 13 mph
 Ride Length: 1,568 ft
 Max. Positive Vertical G's: 1.92 g
 Max. Negative Vertical G's: 0 g
 Max. Lateral G's: 1.28 g
 Drops: 4
 Highest Drop Height: 19 ft
 Space Required: 29 x 13 blocks
 Approximate Cost: \$8,756

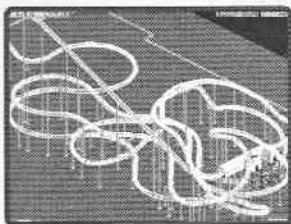
Giga Coaster GOLIATH™



Excitement Rating: 7.80 (approx.)
 Intensity Rating: 5.40 (approx.)
 Nausea Rating: 2.80 (approx.)
 Max Speed: 67 mph
 Average Speed: 29 mph
 Ride Length: 4,101 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -0.96 g
 Max. Lateral G's: 1.28 g

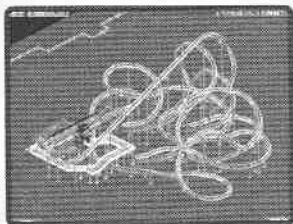
Total Air Time: 7.50 sec
Drops: 8
Highest Drop Height: 134 ft
Space Required: 82 x 32 blocks
Approximate Cost: \$24,978

ICE CHASER



Excitement Rating: 7.80 (approx.)
Intensity Rating: 5.00 (approx.)
Nausea Rating: 3.10 (approx.)
Max Speed: 67 mph
Average Speed: 20 mph
Ride Length: 4,065 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.60 g
Total Air Time: 2.00 sec
Drops: 5
Highest Drop Height: 137 ft
Space Required: 17 x 32 blocks
Approximate Cost: \$24,037

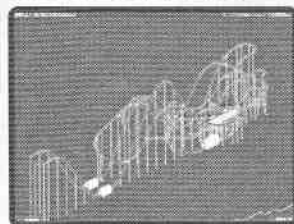
NEPTUNE'S KNOT



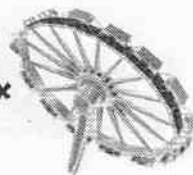
Excitement Rating: 7.70 (approx.)
Intensity Rating: 5.40 (approx.)
Nausea Rating: 3.00 (approx.)
Max Speed: 51 mph
Average Speed: 20 mph

Ride Length: 3,202 ft
Max. Positive Vertical G's: 3.52 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 2.24 g
Total Air Time: 3.75 sec
Drops: 7
Highest Drop Height: 82 ft
Space Required: 19 x 17 blocks
Approximate Cost: \$18,583

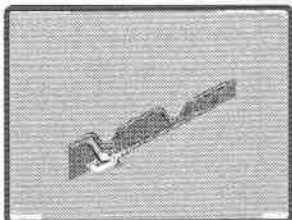
VELOCERATOR



Excitement Rating: 8.70 (approx.)
Intensity Rating: 6.20 (approx.)
Nausea Rating: 3.60 (approx.)
Max Speed: 76 mph
Average Speed: 29 mph
Ride Length: 5,807 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.28 g
Total Air Time: 10.00 sec
Drops: 12
Highest Drop Height: 173 ft
Space Required: 12 x 54 blocks
Approximate Cost: \$37,801

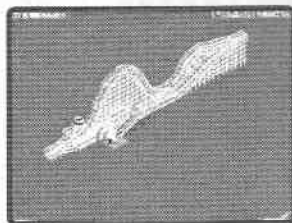


Heartline Twister Coaster BIG TWISTER



Excitement Rating: 3.30 (approx.)
 Intensity Rating: 8.30 (approx.)
 Nausea Rating: 5.40 (approx.)
 Max Speed: 42 mph
 Average Speed: 11 mph
 Ride Length: 1,135 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 5.25 sec
 Drops: 4
 Highest Drop Height: 42 ft
 Inversions: 4
 Space Required: 37 x 3 blocks
 Approximate Cost: \$7,129

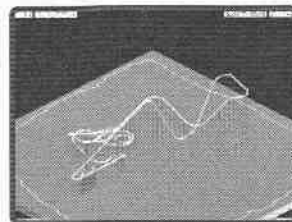
Twicky Twister



Excitement Rating: 2.80 (approx.)
 Intensity Rating: 6.50 (approx.)
 Nausea Rating: 4.40 (approx.)
 Max Speed: 38 mph
 Average Speed: 9 mph
 Ride Length: 662 ft
 Max. Positive Vertical G's: 2.56 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 0.96 g

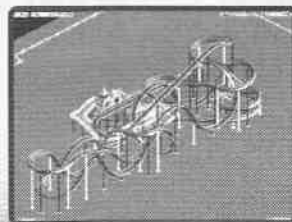
Total Air Time: 1.75 sec
 Drops: 3
 Highest Drop Height: 42 ft
 Inversions: 1
 Space Required: 22 x 3 blocks
 Approximate Cost: \$3,923

Hyper-Twister Roller Coaster GOLIATH™



Excitement Rating: 8.10 (approx.)
 Intensity Rating: 6.90 (approx.)
 Nausea Rating: 3.40 (approx.)
 Max Speed: 90 mph
 Average Speed: 22 mph
 Ride Length: 4,843 ft
 Max. Positive Vertical G's: 4.16 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 3.50 sec
 Drops: 8
 Highest Drop Height: 236 ft
 Space Required: 69 x 29 blocks
 Approximate Cost: \$45,209

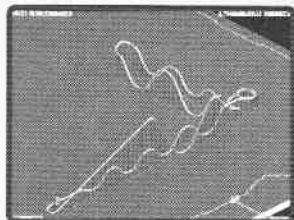
KRYPTON DIPS



Excitement Rating: 7.20 (approx.)
 Intensity Rating: 5.80 (approx.)
 Nausea Rating: 3.10 (approx.)

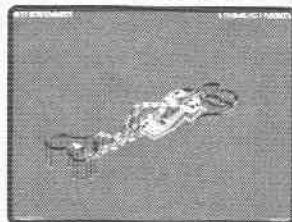
Max Speed: 42 mph
Average Speed: 18 mph
Ride Length: 2,710 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.92 g
Total Air Time: 9.25 sec
Drops: 12
Highest Drop Height: 42 ft
Space Required: 9 x 25 blocks
Approximate Cost: \$15,309

NITRO™



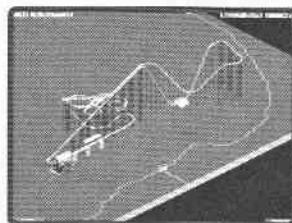
Excitement Rating: 8.40 (approx.)
Intensity Rating: 7.20 (approx.)
Nausea Rating: 3.70 (approx.)
Max Speed: 85 mph
Average Speed: 24 mph
Ride Length: 5,446 ft
Max. Positive Vertical G's: 3.52 g
Max. Negative Vertical G's: -2.24 g
Max. Lateral G's: 1.60 g
Total Air Time: 9.75 sec
Drops: 11
Highest Drop Height: 216 ft
Space Required: 96 x 50 blocks
Approximate Cost: \$36,101

RAVEN RACER

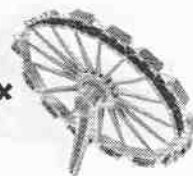


Excitement Rating: 7.40 (approx.)
Intensity Rating: 8.10 (approx.)
Nausea Rating: 4.80 (approx.)
Max Speed: 42 mph
Average Speed: 15 mph
Ride Length: 2,674 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.60 g
Max. Lateral G's: 2.56 g
Total Air Time: 6.00 sec
Drops: 12
Highest Drop Height: 42 ft
Space Required: 11 x 37 blocks
Approximate Cost: \$15,942

TITAN™

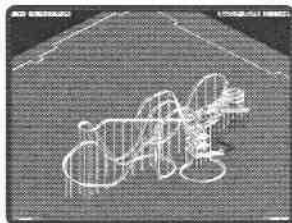


Excitement Rating: 8.10 (approx.)
Intensity Rating: 7.30 (approx.)
Nausea Rating: 3.70 (approx.)
Max Speed: 90 mph
Average Speed: 22 mph
Ride Length: 5,479 ft
Max. Positive Vertical G's: 4.16 g
Max. Negative Vertical G's: -1.92 g
Max. Lateral G's: 2.24 g
Total Air Time: 3.50 sec
Drops: 8



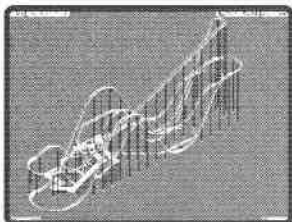
Highest Drop Height: 236 ft
Space Required: 77 x 29 blocks
Approximate Cost: \$49,508

VERTICULATOR



Excitement Rating: 8.20 (approx.)
Intensity Rating: 7.20 (approx.)
Nausea Rating: 3.70 (approx.)
Max Speed: 72 mph
Average Speed: 24 mph
Ride Length: 3,917 ft
Max. Positive Vertical G's: 4.16 g
Max. Negative Vertical G's: -1.92 g
Max. Lateral G's: 2.24 g
Total Air Time: 8.50 sec
Drops: 10
Highest Drop Height: 137 ft
Space Required: 38 x 16 blocks
Approximate Cost: \$24,234

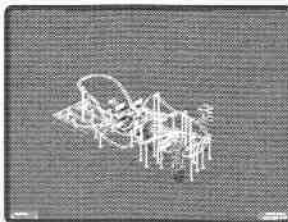
Hypercoaster BLUE HURRICANE



Excitement Rating: 7.70 (approx.)
Intensity Rating: 6.70 (approx.)
Nausea Rating: 3.40 (approx.)
Max Speed: 81 mph
Average Speed: 22 mph
Ride Length: 5,423 ft
Max. Positive Vertical G's: 2.88 g

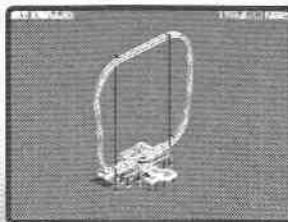
Max. Negative Vertical G's: -1.60 g
Max. Lateral G's: 1.60 g
Total Air Time: 10.25 sec
Drops: 11
Highest Drop Height: 196 ft
Space Required: 44 x 10 blocks
Approximate Cost: \$32,655

Inverted Hairpin Coaster HAWKSNEST



Excitement Rating: 6.60 (approx.)
Intensity Rating: 7.60 (approx.)
Nausea Rating: 4.60 (approx.)
Max Speed: 38 mph
Average Speed: 11 mph
Ride Length: 1,132 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 2.24 g
Total Air Time: 2.00 sec
Drops: 7
Highest Drop Height: 42 ft
Space Required: 14 x 6 blocks
Approximate Cost: \$3,994

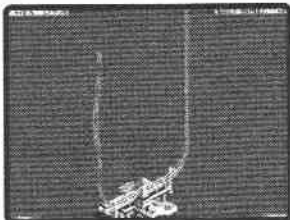
Inverted Impulse Coaster CIRCULATOR



Excitement Rating: 6.30 (approx.)
Intensity Rating: 8.10 (approx.)

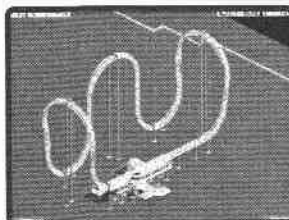
Nausea Rating: 6.00 (approx.)
 Max Speed: 65 mph
 Average Speed: 31 mph
 Ride Length: 482 ft
 Max. Positive Vertical G's: 4.16 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 0 g
 Total Air Time: 11.25 sec
 Drops: 12
 Highest Drop Height: 118 ft
 Space Required: 11 x 3 blocks
 Approximate Cost: \$3,700

IMPULSIVE



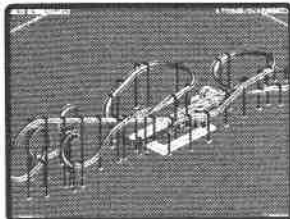
Excitement Rating: 5.80 (approx.)
 Intensity Rating: 7.50 (approx.)
 Nausea Rating: 6.00 (approx.)
 Max Speed: 65 mph
 Average Speed: 33 mph
 Ride Length: 787 ft
 Max. Positive Vertical G's: 4.16 g
 Max. Negative Vertical G's: 0 g
 Max. Lateral G's: 0 g
 Total Air Time: 21.00 sec
 Drops: 12
 Highest Drop Height: 118 ft
 Space Required: 3 x 11 blocks
 Approximate Cost: \$5,199

MULTIDIVER

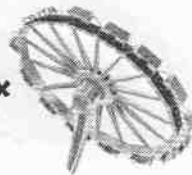


Excitement Rating: 6.20 (approx.)
 Intensity Rating: 8.60 (approx.)
 Nausea Rating: 6.40 (approx.)
 Max Speed: 63 mph
 Average Speed: 36 mph
 Ride Length: 1,030 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 0 g
 Total Air Time: 13.75 sec
 Drops: 18
 Highest Drop Height: 98 ft
 Space Required: 7 x 16 blocks
 Approximate Cost: \$7,106

Inverted Roller Coaster DANGLEFEET

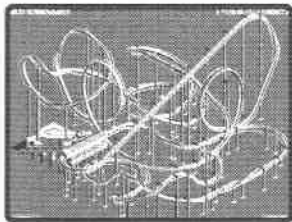


Excitement Rating: 6.50 (approx.)
 Intensity Rating: 8.50 (approx.)
 Nausea Rating: 6.80 (approx.)
 Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 1,935 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.75 sec



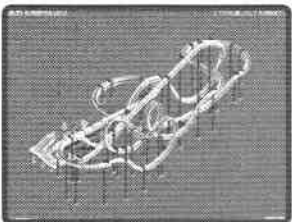
Drops: 7
 Highest Drop Height: 62 ft
 Inversions: 4
 Space Required: 31 x 8 blocks
 Approximate Cost: \$9,739

EMPIRE EXPRESS



Excitement Rating: 6.80 (approx.)
 Intensity Rating: 9.00 (approx.)
 Nausea Rating: 7.10 (approx.)
 Max Speed: 58 mph
 Average Speed: 20 mph
 Ride Length: 3,793 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 2.75 sec
 Drops: 9
 Highest Drop Height: 101 ft
 Inversions: 5
 Space Required: 21 x 23 blocks
 Approximate Cost: \$20,680

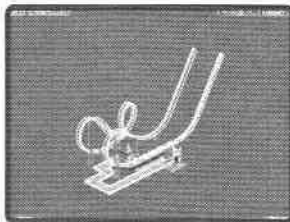
GOLDEN EAGLE



Excitement Rating: 6.50 (approx.)
 Intensity Rating: 8.00 (approx.)
 Nausea Rating: 6.70 (approx.)
 Max Speed: 45 mph

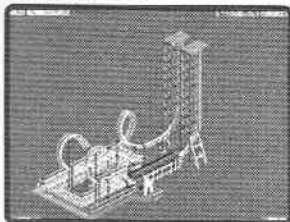
Average Speed: 15 mph
 Ride Length: 2,122 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 2.50 sec
 Drops: 7
 Highest Drop Height: 62 ft
 Inversions: 3
 Space Required: 13 x 24 blocks
 Approximate Cost: \$10,746

Inverted Shuttle Coaster REVERTIGO



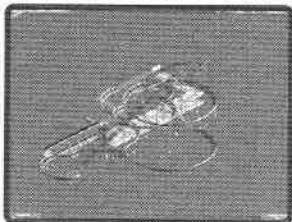
Excitement Rating: 6.20 (approx.)
 Intensity Rating: 9.20 (approx.)
 Nausea Rating: 7.20 (approx.)
 Max Speed: 42 mph
 Average Speed: 15 mph
 Ride Length: 1,365 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -0.64 g
 Max. Lateral G's: 1.60 g
 Drops: 9
 Highest Drop Height: 49 ft
 Inversions: 6
 Space Required: 5 x 14 blocks
 Approximate Cost: \$3,079

Inverted Vertical Shuttle DEJA VU



Excitement Rating: 6.60 (approx.)
 Intensity Rating: 9.60 (approx.)
 Nausea Rating: 7.70 (approx.)
 Max Speed: 49 mph
 Average Speed: 18 mph
 Ride Length: 1,538 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 6.25 sec
 Drops: 11
 Highest Drop Height: 52 ft
 Inversions: 6
 Space Required: 5 x 14 blocks
 Approximate Cost: \$6,402

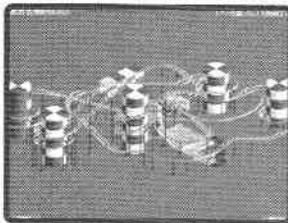
Junior Roller Coaster CHOCOLATE LOG



Excitement Rating: 5.50 (approx.)
 Intensity Rating: 5.30 (approx.)
 Nausea Rating: 3.70 (approx.)
 Max Speed: 36 mph
 Average Speed: 13 mph
 Ride Length: 1,988 ft
 Max. Positive Vertical G's: 2.24 g

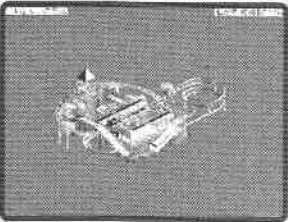
Max. Negative Vertical G's: -0.64 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 1.00 sec
 Drops: 4
 Highest Drop Height: 42 ft
 Space Required: 13 x 19 blocks
 Approximate Cost: \$4,753

CRAZY CATERPILLAR

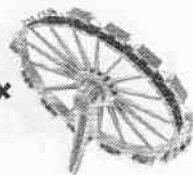


Excitement Rating: 5.80 (approx.)
 Intensity Rating: 6.20 (approx.)
 Nausea Rating: 5.10 (approx.)
 Max Speed: 38 mph
 Average Speed: 13 mph
 Ride Length: 3,136 ft
 Max. Positive Vertical G's: 2.56 g
 Max. Negative Vertical G's: -0.64 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 2.25 sec
 Drops: 8
 Highest Drop Height: 39 ft
 Space Required: 22 x 17 blocks
 Approximate Cost: \$9,783

MANGO MUNCHER



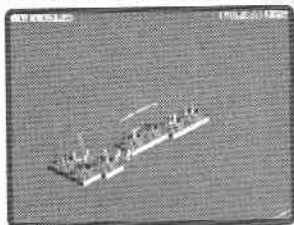
Excitement Rating: 5.10 (approx.)
 Intensity Rating: 5.50 (approx.)
 Nausea Rating: 3.80 (approx.)



Max Speed: 33 mph
 Average Speed: 11 mph
 Ride Length: 1,279 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 0.75 sec
 Drops: 4
 Highest Drop Height: 39 ft
 Space Required: 15 x 8 blocks
 Approximate Cost: \$2,671

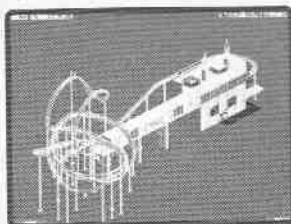
L.I.M. Launched Roller Coaster

LAVA LAUNCH



Excitement Rating: 6.70 (approx.)
 Intensity Rating: 9.80 (approx.)
 Nausea Rating: 5.8 (approx.)
 Max Speed: 67 mph
 Average Speed: 33 mph
 Ride Length: 2,021 ft
 Max. Positive Vertical G's: 4.16 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 7.50 sec
 Drops: 9
 Highest Drop Height: 108 ft
 Inversions: 4
 Space Required: 6 x 26 blocks
 Approximate Cost: \$6,480

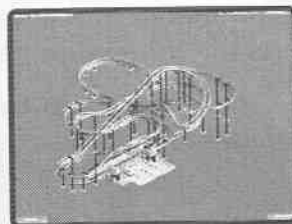
QUANTUM THRUSTER



Excitement Rating: 6.40 (approx.)
 Intensity Rating: 8.50 (approx.)
 Nausea Rating: 5.30 (approx.)
 Max Speed: 58 mph
 Average Speed: 22 mph
 Ride Length: 2,057 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -0.96 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 1.50 sec
 Drops: 6
 Highest Drop Height: 91 ft
 Inversions: 3
 Space Required: 11 x 26 blocks
 Approximate Cost: \$10,690

Lay-down Roller Coaster

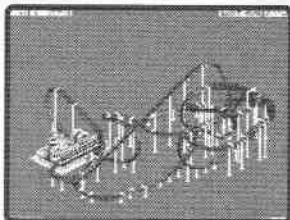
EVIL VULTURES



Excitement Rating: 6.60 (approx.)
 Intensity Rating: 6.60 (approx.)
 Nausea Rating: 5.40 (approx.)
 Max Speed: 31 mph
 Average Speed: 13 mph
 Ride Length: 2,388 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -0.96 g
 Max. Lateral G's: 1.92 g

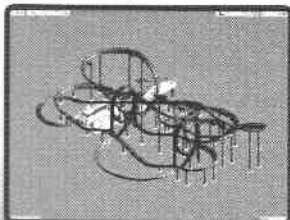
Total Air Time: 2.00 sec
Drops: 5
Highest Drop Height: 32 ft
Inversions: 2
Space Required: 16 x 18 blocks
Approximate Cost: \$11,465

MYSTIC FLIGHT



Excitement Rating: 7.20 (approx.)
Intensity Rating: 8.20 (approx.)
Nausea Rating: 6.00 (approx.)
Max Speed: 45 mph
Average Speed: 15 mph
Ride Length: 2,549 ft
Max. Positive Vertical G's: 4.16 g
Max. Negative Vertical G's: -0.96 g
Max. Lateral G's: 1.92 g
Total Air Time: 2.00 sec
Drops: 8
Highest Drop Height: 62 ft
Inversions: 5
Space Required: 17 x 20 blocks
Approximate Cost: \$12,284

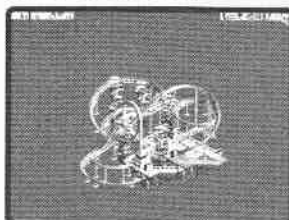
Looping Roller Coaster BLACK PANTHER



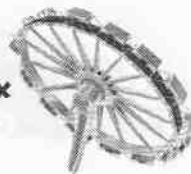
Excitement Rating: 6.60 (approx.)
Intensity Rating: 6.40 (approx.)

Nausea Rating: 3.20 (approx.)
Max Speed: 45 mph
Average Speed: 15 mph
Ride Length: 2,690 ft
Max. Positive Vertical G's: 3.84 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.92 g
Total Air Time: 1.75 sec
Drops: 7
Highest Drop Height: 62 ft
Inversions: 2
Space Required: 20 x 12 blocks
Approximate Cost: \$10,980

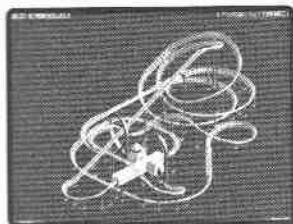
BUMBLEBEE



Excitement Rating: 6.00 (approx.)
Intensity Rating: 5.10 (approx.)
Nausea Rating: 2.40 (approx.)
Max Speed: 38 mph
Average Speed: 13 mph
Ride Length: 1,611 ft
Max. Positive Vertical G's: 2.56 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 2.24 g
Total Air Time: 1.50 sec
Drops: 4
Highest Drop Height: 42 ft
Inversions: 1
Space Required: 12 x 15 blocks
Approximate Cost: \$7,024

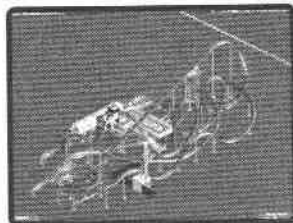


DEEP FREEZE



Excitement Rating: 6.50 (approx.)
 Intensity Rating: 5.20 (approx.)
 Nausea Rating: 2.40 (approx.)
 Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 3,133 ft
 Max. Positive Vertical G's: 2.56 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 0.50 sec
 Drops: 7
 Highest Drop Height: 62 ft
 Inversions: 2
 Space Required: 23 x 15 blocks
 Approximate Cost: \$12,888

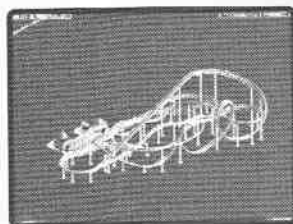
EXTERMINATOR



Excitement Rating: 6.90 (approx.)
 Intensity Rating: 6.80 (approx.)
 Nausea Rating: 3.70 (approx.)
 Max Speed: 45 mph
 Average Speed: 18 mph
 Ride Length: 2,812 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 4.50 sec

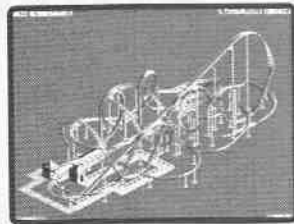
Drops: 10
 Highest Drop Height: 62 ft
 Inversions: 2
 Space Required: 24 x 10 blocks
 Approximate Cost: \$11,073

FIZZLY



Excitement Rating: 6.20 (approx.)
 Intensity Rating: 5.50 (approx.)
 Nausea Rating: 2.60 (approx.)
 Max Speed: 38 mph
 Average Speed: 15 mph
 Ride Length: 2,175 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 3.50 sec
 Drops: 9
 Highest Drop Height: 49 ft
 Inversions: 1
 Space Required: 19 x 11 blocks
 Approximate Cost: \$8,694

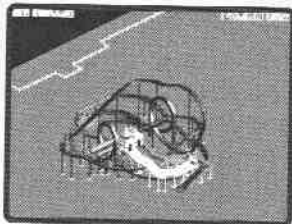
GLOW WORM



Excitement Rating: 7.60 (approx.)
 Intensity Rating: 7.30 (approx.)
 Nausea Rating: 3.80 (approx.)
 Max Speed: 51 mph
 Average Speed: 18 mph

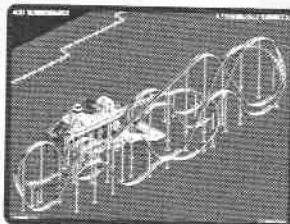
Ride Length: 3,602 ft
 Max. Positive Vertical G's: 4.16 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 6.00 sec
 Drops: 11
 Highest Drop Height: 82 ft
 Inversions: 2
 Space Required: 24 x 12 blocks
 Approximate Cost: \$14,448

HEDGEHOG



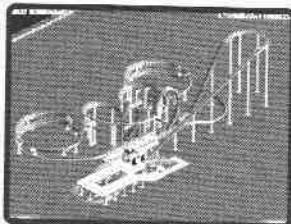
Excitement Rating: 6.00 (approx.)
 Intensity Rating: 5.60 (approx.)
 Nausea Rating: 2.60 (approx.)
 Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 1,883 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -0.64 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 0.25 sec
 Drops: 3
 Highest Drop Height: 62 ft
 Inversions: 2
 Space Required: 12 x 12 blocks
 Approximate Cost: \$7,821

JELLYFISH



Excitement Rating: 6.20 (approx.)
 Intensity Rating: 6.60 (approx.)
 Nausea Rating: 3.20 (approx.)
 Max Speed: 51 mph
 Average Speed: 18 mph
 Ride Length: 2,680 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 9.25 sec
 Drops: 11
 Highest Drop Height: 82 ft
 Space Required: 7 x 30 blocks
 Approximate Cost: \$11,754

RATTLESNAKE

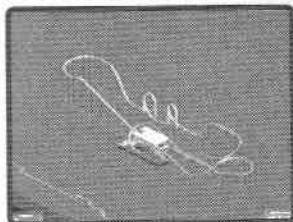


Excitement Rating: 5.80 (approx.)
 Intensity Rating: 5.60 (approx.)
 Nausea Rating: 3.20 (approx.)
 Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 2,542 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -0.64 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 0.25 sec
 Drops: 4
 Highest Drop Height: 62 ft



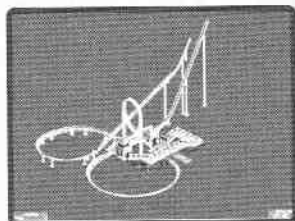
Inversions: 2
 Space Required: 13 x 23 blocks
 Approximate Cost: \$10,085

SHOCKWAVE



Excitement Rating: 6.00 (approx.)
 Intensity Rating: 6.00 (approx.)
 Nausea Rating: 3.00 (approx.)
 Max Speed: 47 mph
 Average Speed: 11 mph
 Ride Length: 2,287 ft
 Max. Positive Vertical G's: 4.16 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 0.96 g
 Total Air Time: 2.75 sec
 Drops: 9
 Highest Drop Height: 62 ft
 Inversions: 2
 Space Required: 42 x 11 blocks
 Approximate Cost: \$11,053

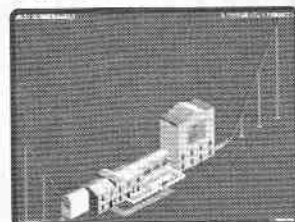
STINGRAY



Excitement Rating: 5.90 (approx.)
 Intensity Rating: 5.00 (approx.)
 Nausea Rating: 2.30 (approx.)
 Max Speed: 49 mph
 Average Speed: 20 mph
 Ride Length: 1,952 ft
 Max. Positive Vertical G's: 3.52 g

Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 0.96 g
 Drops: 5
 Highest Drop Height: 49 ft
 Inversions: 2
 Space Required: 13 x 16 blocks
 Approximate Cost: \$4,038

TURBINE



Excitement Rating: 5.00 (approx.)
 Intensity Rating: 4.90 (approx.)
 Nausea Rating: 2.10 (approx.)
 Max Speed: 49 mph
 Average Speed: 24 mph
 Ride Length: 1,030 ft
 Max. Positive Vertical G's: 4.48 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 0 g
 Drops: 4
 Highest Drop Height: 68 ft
 Inversions: 2
 Space Required: 28 x 2 blocks
 Approximate Cost: \$2,376

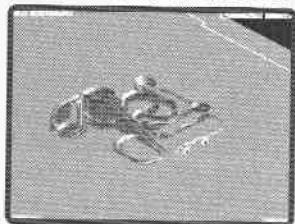
Mine Ride MINE MANIA



Excitement Rating: 6.40 (approx.)
 Intensity Rating: 4.50 (approx.)
 Nausea Rating: 3.80 (approx.)

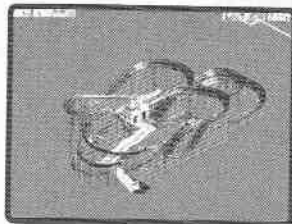
Max Speed: 33 mph
Average Speed: 24 mph
Ride Length: 1,125 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 1.28 g
Total Air Time: 1.50 sec
Drops: 4
Highest Drop Height: 9 ft
Space Required: 9 x 14 blocks
Approximate Cost: \$3,721

Mine Train Coaster CALAMITY MINE



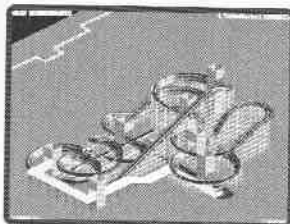
Excitement Rating: 7.40 (approx.)
Intensity Rating: 7.10 (approx.)
Nausea Rating: 5.40 (approx.)
Max Speed: 38 mph
Average Speed: 13 mph
Ride Length: 3,268 ft
Max. Positive Vertical G's: 2.56 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 1.60 g
Total Air Time: 2.00 sec
Drops: 10
Highest Drop Height: 22 ft
Space Required: 23 x 23 blocks
Approximate Cost: \$12,427

GOLD RUSH

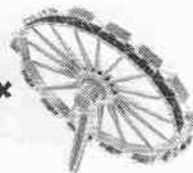


Excitement Rating: 6.10 (approx.)
Intensity Rating: 7.00 (approx.)
Nausea Rating: 4.70 (approx.)
Max Speed: 38 mph
Average Speed: 15 mph
Ride Length: 2,346 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.28 g
Total Air Time: 5.25 sec
Drops: 9
Highest Drop Height: 42 ft
Space Required: 10 x 20 blocks
Approximate Cost: \$10,584

MANIC MINER

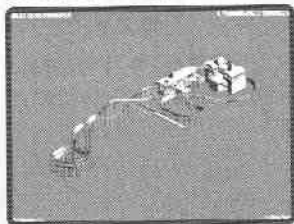


Excitement Rating: 6.10 (approx.)
Intensity Rating: 6.50 (approx.)
Nausea Rating: 4.10 (approx.)
Max Speed: 36 mph
Average Speed: 15 mph
Ride Length: 2,250 ft
Max. Positive Vertical G's: 2.56 g
Max. Negative Vertical G's: -0.96 g
Max. Lateral G's: 1.28 g
Total Air Time: 2.25 sec
Drops: 6



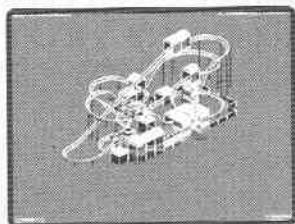
Highest Drop Height: 22 ft
Space Required: 18 x 15 blocks
Approximate Cost: \$10,374

RUNAWAY MINE TRAIN



Excitement Rating: 2.80 (approx.)
Intensity Rating: 2.70 (approx.)
Nausea Rating: 1.80 (approx.)
Max Speed: 31 mph
Average Speed: 13 mph
Ride Length: 2,034 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: -0.32 g
Max. Lateral G's: 0.96 g
Total Air Time: 0.50 sec
Drops: 4
Highest Drop Height: 13 ft
Space Required: 11 x 43 blocks
Approximate Cost: \$8,928

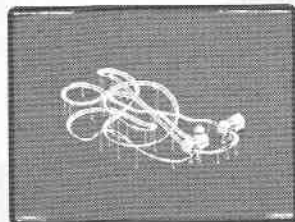
Mini Roller Coaster AUTOMANIA



Excitement Rating: 5.40 (approx.)
Intensity Rating: 5.70 (approx.)
Nausea Rating: 4.00 (approx.)
Max Speed: 40 mph
Average Speed: 15 mph
Ride Length: 1,624 ft

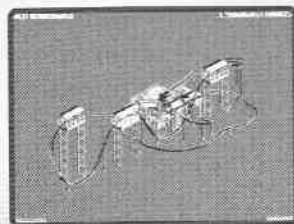
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.28 g
Total Air Time: 2.00 sec
Drops: 5
Highest Drop Height: 42 ft
Space Required: 18 x 11 blocks
Approximate Cost: \$5,022

CAIRNGORM BOBSLEDS



Excitement Rating: 4.70 (approx.)
Intensity Rating: 5.30 (approx.)
Nausea Rating: 3.50 (approx.)
Max Speed: 38 mph
Average Speed: 13 mph
Ride Length: 1,548 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 1.28 g
Total Air Time: 0.25 sec
Drops: 5
Highest Drop Height: 39 ft
Space Required: 16 x 10 blocks
Approximate Cost: \$5,035

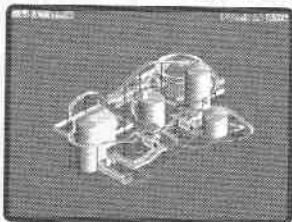
CRAZY CABS



Excitement Rating: 5.10 (approx.)
Intensity Rating: 6.00 (approx.)
Nausea Rating: 4.10 (approx.)

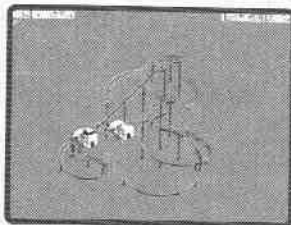
Max Speed: 45 mph
Average Speed: 15 mph
Ride Length: 1,358 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -0.96 g
Max. Lateral G's: 1.92 g
Total Air Time: 2.00 sec
Drops: 5
Highest Drop Height: 62 ft
Space Required: 23 x 9 blocks
Approximate Cost: \$4,225

DREAM CHARIOTS



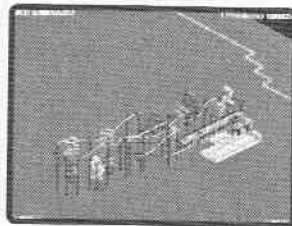
Excitement Rating: 5.20 (approx.)
Intensity Rating: 5.80 (approx.)
Nausea Rating: 3.80 (approx.)
Max Speed: 47 mph
Average Speed: 13 mph
Ride Length: 1,814 ft
Max. Positive Vertical G's: 2.56 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 1.92 g
Total Air Time: 0.50 sec
Drops: 5
Highest Drop Height: 62 ft
Space Required: 19 x 13 blocks
Approximate Cost: \$6,091

RAVING ROCKETS



Excitement Rating: 5.10 (approx.)
Intensity Rating: 5.20 (approx.)
Nausea Rating: 3.60 (approx.)
Max Speed: 36 mph
Average Speed: 13 mph
Ride Length: 1,634 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: 0 g
Max. Lateral G's: 1.28 g
Drops: 5
Highest Drop Height: 32 ft
Space Required: 17 x 18 blocks
Approximate Cost: \$4,856

Mini Suspended Coaster BAT FLIGHT



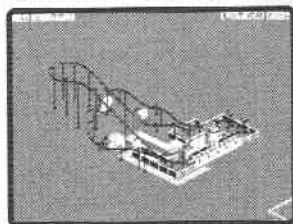
Excitement Rating: 4.80 (approx.)
Intensity Rating: 5.80 (approx.)
Nausea Rating: 4.20 (approx.)
Max Speed: 27 mph
Average Speed: 11 mph
Ride Length: 1,174 ft
Max. Positive Vertical G's: 1.92 g
Max. Negative Vertical G's: 0 g
Max. Lateral G's: 1.60 g
Drops: 5



Highest Drop Height: 19 ft
Space Required: 21 x 5 blocks
Approximate Cost: \$3,244

Mini Suspended Flying Coaster

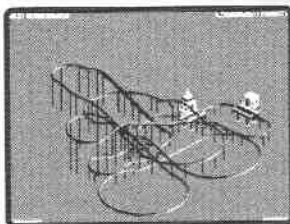
FRIGHT FLIGHT



Excitement Rating: 5.10 (approx.)
Intensity Rating: 6.80 (approx.)
Nausea Rating: 4.70 (approx.)
Max Speed: 31 mph
Average Speed: 9 mph
Ride Length: 1,027 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: 0 g
Max. Lateral G's: 1.28 g
Drops: 5
Highest Drop Height: 29 ft
Space Required: 11 x 16 blocks
Approximate Cost: \$2,768

Motorbike Races

BATTY BIKERS

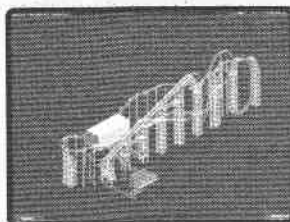


Excitement Rating: 5.10 (approx.)
Intensity Rating: 5.40 (approx.)
Nausea Rating: 3.90 (approx.)
Max Speed: 31 mph

Average Speed: 13 mph
Ride Length: 2,441 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: -0.32 g
Max. Lateral G's: 1.28 g
Total Air Time: 0.50 sec
Drops: 10
Highest Drop Height: 22 ft
Space Required: 19 x 20 blocks
Approximate Cost: \$6,186

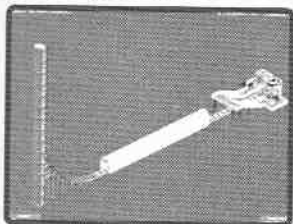
Multi-Dimension Roller Coaster

x



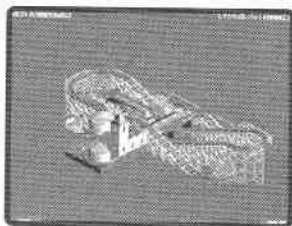
Excitement Rating: 7.00 (approx.)
Intensity Rating: 8.40 (approx.)
Nausea Rating: 7.80 (approx.)
Max Speed: 65 mph
Average Speed: 15 mph
Ride Length: 2,638 ft
Max. Positive Vertical G's: 4.16 g
Max. Negative Vertical G's: -1.60 g
Max. Lateral G's: 1.60 g
Total Air Time: 4.75 sec
Drops: 9
Highest Drop Height: 118 ft
Inversions: 1
Space Required: 7 x 41 blocks
Approximate Cost: \$28,321

Reverse Freefall Coaster FORCE NINE



Excitement Rating: 4.80 (approx.)
Intensity Rating: 7.40 (approx.)
Nausea Rating: 5.30 (approx.)
Max Speed: 67 mph
Average Speed: 38 mph
Ride Length: 918 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: 0 g
Max. Lateral G's: 0 g
Total Air Time: 2.75 sec
Drops: 1
Highest Drop Height: 121 ft
Space Required: 3 x 27 blocks
Approximate Cost: \$3,250

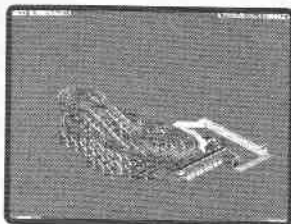
Reverser Roller Coaster ROTOVATOR



Excitement Rating: 6.40 (approx.)
Intensity Rating: 5.70 (approx.)
Nausea Rating: 4.30 (approx.)
Max Speed: 36 mph
Average Speed: 11 mph
Ride Length: 1,824 ft
Max. Positive Vertical G's: 2.24 g
Max. Negative Vertical G's: 0 g
Max. Lateral G's: 1.92 g

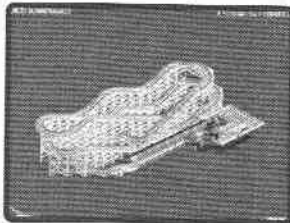
Drops: 5
Highest Drop Height: 39 ft
Space Required: 20 x 13 blocks
Approximate Cost: \$4,984

Timber Turnaround

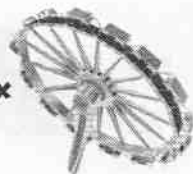


Excitement Rating: 4.90 (approx.)
Intensity Rating: 5.20 (approx.)
Nausea Rating: 3.80 (approx.)
Max Speed: 27 mph
Average Speed: 11 mph
Ride Length: 1,401 ft
Max. Positive Vertical G's: 1.92 g
Max. Negative Vertical G's: -0.32 g
Max. Lateral G's: 1.60 g
Drops: 7
Highest Drop Height: 19 ft
Space Required: 11 x 15 blocks
Approximate Cost: \$4,233

Side-Friction Roller Coaster CREAKY DIPS

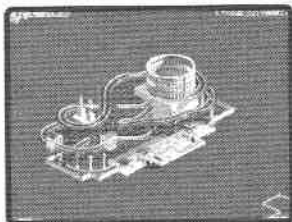


Excitement Rating: 4.80 (approx.)
Intensity Rating: 5.90 (approx.)
Nausea Rating: 3.30 (approx.)
Max Speed: 33 mph
Average Speed: 11 mph



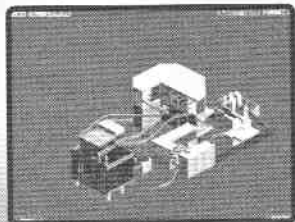
Ride Length: 1,614 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: 0 g
 Max. Lateral G's: 1.28 g
 Drops: 9
 Highest Drop Height: 29 ft
 Space Required: 8 x 18 blocks
 Approximate Cost: \$4,787

ROMAN RACERS



Excitement Rating: 5.30 (approx.)
 Intensity Rating: 6.10 (approx.)
 Nausea Rating: 3.50 (approx.)
 Max Speed: 31 mph
 Average Speed: 9 mph
 Ride Length: 1,548 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.00 sec
 Drops: 8
 Highest Drop Height: 19 ft
 Space Required: 16 x 8 blocks
 Approximate Cost: \$4,666

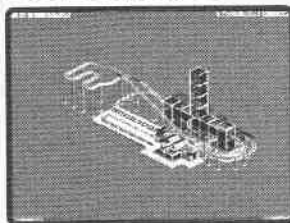
Soap Box Derby Racers PRODUCTION LINE



Excitement Rating: 5.20 (approx.)
 Intensity Rating: 4.90 (approx.)

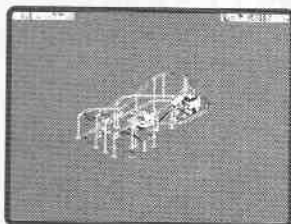
Nausea Rating: 3.50 (approx.)
 Max Speed: 27 mph
 Average Speed: 11 mph
 Ride Length: 1,519 ft
 Max. Positive Vertical G's: 1.92 g
 Max. Negative Vertical G's: 0 g
 Max. Lateral G's: 1.28 g
 Drops: 8
 Highest Drop Height: 13 ft
 Space Required: 10 x 17 blocks
 Approximate Cost: \$4,039

SPINNING Wild Mouse DIZZYMOUSE



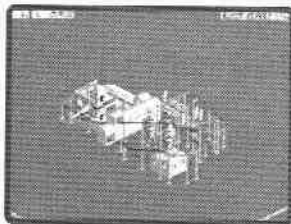
Excitement Rating: 6.60 (approx.)
 Intensity Rating: 6.50 (approx.)
 Nausea Rating: 5.40 (approx.)
 Max Speed: 29 mph
 Average Speed: 11 mph
 Ride Length: 1,463 ft
 Max. Positive Vertical G's: 1.92 g
 Max. Negative Vertical G's: 0 g
 Max. Lateral G's: 1.60 g
 Drops: 7
 Highest Drop Height: 22 ft
 Space Required: 18 x 7 blocks
 Approximate Cost: \$3,407

MUTANT MOUSE



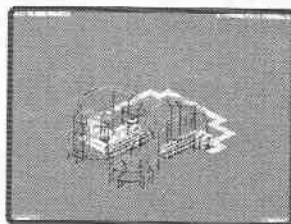
Excitement Rating: 6.50 (approx.)
 Intensity Rating: 6.70 (approx.)
 Nausea Rating: 5.40 (approx.)
 Max Speed: 29 mph
 Average Speed: 11 mph
 Ride Length: 1,246 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: 0 g
 Max. Lateral G's: 1.92 g
 Drops: 6
 Highest Drop Height: 22 ft
 Space Required: 6 x 12 blocks
 Approximate Cost: \$3,118

RAT RACE



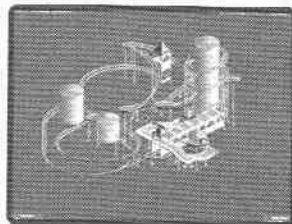
Excitement Rating: 6.80 (approx.)
 Intensity Rating: 7.20 (approx.)
 Nausea Rating: 5.90 (approx.)
 Max Speed: 29 mph
 Average Speed: 9 mph
 Ride Length: 1,506 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 1.92 g
 Drops: 11
 Highest Drop Height: 19 ft
 Space Required: 15 x 9 blocks
 Approximate Cost: \$3,855

Spiral Roller Coaster PERCOLATOR

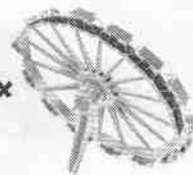


Excitement Rating: 6.20 (approx.)
 Intensity Rating: 3.70 (approx.)
 Nausea Rating: 2.10 (approx.)
 Max Speed: 40 mph
 Average Speed: 15 mph
 Ride Length: 1,637 ft
 Max. Positive Vertical G's: 2.56 g
 Max. Negative Vertical G's: -0.64 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 0.50 sec
 Drops: 3
 Highest Drop Height: 42 ft
 Space Required: 13 x 10 blocks
 Approximate Cost: \$7,365

TWISTY TOWERS

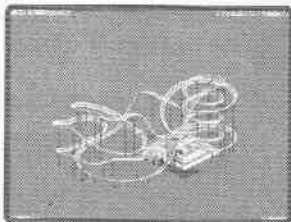


Excitement Rating: 6.80 (approx.)
 Intensity Rating: 4.00 (approx.)
 Nausea Rating: 2.40 (approx.)
 Max Speed: 47 mph
 Average Speed: 15 mph
 Ride Length: 2,667 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 1.25 sec



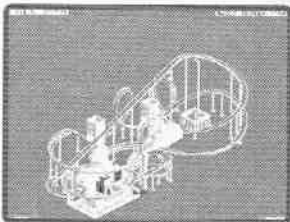
Drops: 5
 Highest Drop Height: 62 ft
 Space Required: 19 x 17 blocks
 Approximate Cost: \$11,733

WICKED WHIZZER



Excitement Rating: 6.60 (approx.)
 Intensity Rating: 4.60 (approx.)
 Nausea Rating: 2.70 (approx.)
 Max Speed: 47 mph
 Average Speed: 15 mph
 Ride Length: 2,339 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 2.00 sec
 Drops: 5
 Highest Drop Height: 62 ft
 Space Required: 13 x 14 blocks
 Approximate Cost: \$9,467

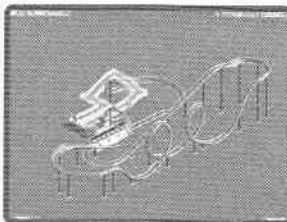
Stand-up Roller Coaster MUMMY'S CURSE



Excitement Rating: 5.70 (approx.)
 Intensity Rating: 8.90 (approx.)
 Nausea Rating: 6.00 (approx.)
 Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 2,080 ft

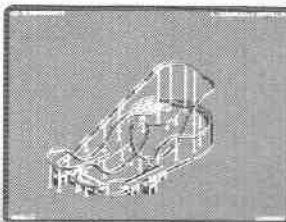
Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.25 sec
 Drops: 6
 Highest Drop Height: 62 ft
 Inversions: 2
 Space Required: 20 x 9 blocks
 Approximate Cost: \$9,105

RED BARON



Excitement Rating: 5.10 (approx.)
 Intensity Rating: 9.40 (approx.)
 Nausea Rating: 6.40 (approx.)
 Max Speed: 38 mph
 Average Speed: 11 mph
 Ride Length: 1,502 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 0.75 sec
 Drops: 7
 Highest Drop Height: 42 ft
 Inversions: 4
 Space Required: 22 x 12 blocks
 Approximate Cost: \$6,527

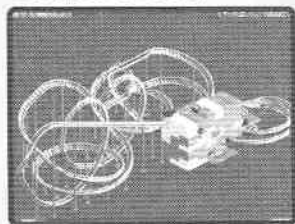
VENOMOUS



Excitement Rating: 5.20 (approx.)
 Intensity Rating: 7.90 (approx.)

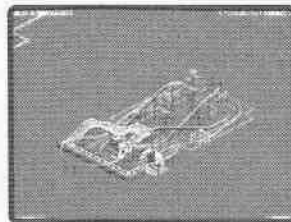
Nausea Rating: 5.50 (approx.)
 Max Speed: 40 mph
 Average Speed: 15 mph
 Ride Length: 1,847 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 2.75 sec
 Drops: 6
 Highest Drop Height: 42 ft
 Inversions: 1
 Space Required: 18 x 10 blocks
 Approximate Cost: \$8,231

Stand-up Twister Coaster **CRUSH HOUR**



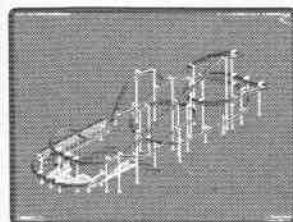
Excitement Rating: 7.30 (approx.)
 Intensity Rating: 7.40 (approx.)
 Nausea Rating: 3.70 (approx.)
 Max Speed: 58 mph
 Average Speed: 24 mph
 Ride Length: 3,169 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -0.96 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.25 sec
 Drops: 8
 Highest Drop Height: 98 ft
 Inversions: 3
 Space Required: 14 x 28 blocks
 Approximate Cost: \$18,198

Steeplechase **PONY TALES**

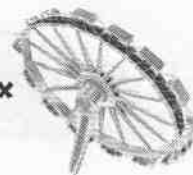


Excitement Rating: 5.40 (approx.)
 Intensity Rating: 5.40 (approx.)
 Nausea Rating: 3.90 (approx.)
 Max Speed: 29 mph
 Average Speed: 11 mph
 Ride Length: 1,535 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.25 sec
 Drops: 9
 Highest Drop Height: 22 ft
 Space Required: 9 x 18 blocks
 Approximate Cost: \$4,662

Suspended Swinging **Coaster** **FLIGHT OF THE PHOENIX**

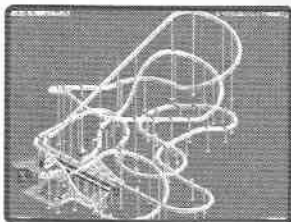


Excitement Rating: 6.20 (approx.)
 Intensity Rating: 6.40 (approx.)
 Nausea Rating: 7.00 (approx.)
 Max Speed: 42 mph
 Average Speed: 11 mph
 Ride Length: 1,972 ft



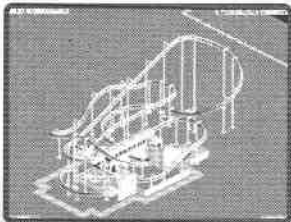
Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 2.25 sec
 Drops: 5
 Highest Drop Height: 42 ft
 Space Required: 23 x 8 blocks
 Approximate Cost: \$8,534

HAIRYPLANES



Excitement Rating: 6.50 (approx.)
 Intensity Rating: 7.00 (approx.)
 Nausea Rating: 7.10 (approx.)
 Max Speed: 47 mph
 Average Speed: 15 mph
 Ride Length: 2,953 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 2.56 g
 Total Air Time: 2.50 sec
 Drops: 6
 Highest Drop Height: 62 ft
 Space Required: 19 x 24 blocks
 Approximate Cost: \$14,086

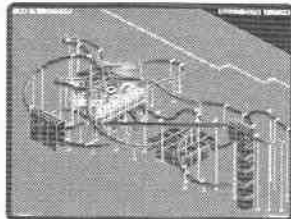
PENDULATOR



Excitement Rating: 6.20 (approx.)
 Intensity Rating: 6.70 (approx.)

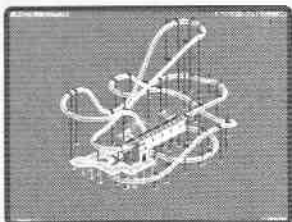
Nausea Rating: 6.90 (approx.)
 Max Speed: 45 mph
 Average Speed: 13 mph
 Ride Length: 1,752 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 2.56 g
 Total Air Time: 1.50 sec
 Drops: 5
 Highest Drop Height: 62 ft
 Space Required: 10 x 20 blocks
 Approximate Cost: \$13,525

REGURGITATOR



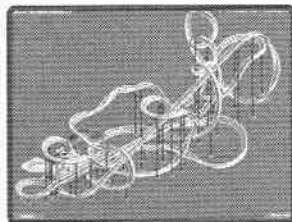
Excitement Rating: 7.60 (approx.)
 Intensity Rating: 9.00 (approx.)
 Nausea Rating: 10.40 (approx.)
 Max Speed: 49 mph
 Average Speed: 18 mph
 Ride Length: 2,592 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 2.88 g
 Total Air Time: 3.50 sec
 Drops: 8
 Highest Drop Height: 62 ft
 Space Required: 15 x 27 blocks
 Approximate Cost: \$13,525

SWITHER



Excitement Rating: 5.50 (approx.)
 Intensity Rating: 6.60 (approx.)
 Nausea Rating: 6.70 (approx.)
 Max Speed: 45 mph
 Average Speed: 13 mph
 Ride Length: 1,801 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 2.24 sec
 Drops: 4
 Highest Drop Height: 62 ft
 Space Required: 12 x 16 blocks
 Approximate Cost: \$8,048

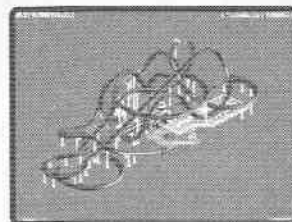
Twister Roller Coaster ATOMIZER



Excitement Rating: 7.00 (approx.)
 Intensity Rating: 7.80 (approx.)
 Nausea Rating: 4.30 (approx.)
 Max Speed: 54 mph
 Average Speed: 18 mph
 Ride Length: 3,235 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 4.50 sec

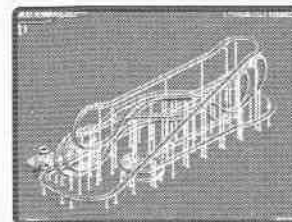
Drops: 12
 Highest Drop Height: 88 ft
 Inversions: 6
 Space Required: 13 x 27 blocks
 Approximate Cost: \$18,268

CONTORTION

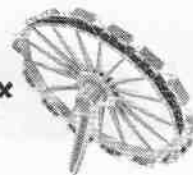


Excitement Rating: 7.10 (approx.)
 Intensity Rating: 6.80 (approx.)
 Nausea Rating: 3.80 (approx.)
 Max Speed: 45 mph
 Average Speed: 13 mph
 Ride Length: 2,700 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 4.25 sec
 Drops: 8
 Highest Drop Height: 62 ft
 Inversions: 4
 Space Required: 9 x 22 blocks
 Approximate Cost: \$14,134

FLASHBACK

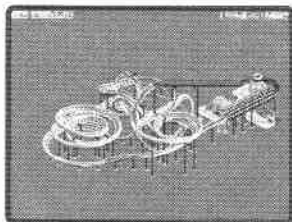


Excitement Rating: 7.20 (approx.)
 Intensity Rating: 7.30 (approx.)
 Nausea Rating: 3.80 (approx.)
 Max Speed: 49 mph
 Average Speed: 13 mph



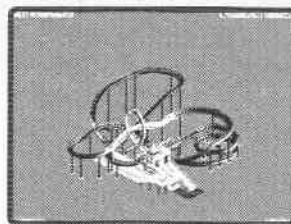
Ride Length: 3,274 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 3.50 sec
 Drops: 9
 Highest Drop Height: 42 ft
 Inversions: 6
 Space Required: 23 x 8 blocks
 Approximate Cost: \$18,894

HELIXIUS



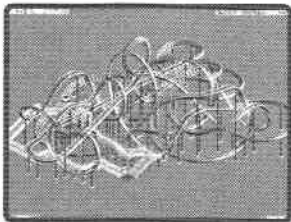
Excitement Rating: 6.30 (approx.)
 Intensity Rating: 6.20 (approx.)
 Nausea Rating: 3.60 (approx.)
 Max Speed: 45 mph
 Average Speed: 18 mph
 Ride Length: 2,723 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.50 sec
 Drops: 5
 Highest Drop Height: 62 ft
 Inversions: 3
 Space Required: 13 x 20 blocks
 Approximate Cost: \$14,773

LIBERY LOOP



Excitement Rating: 6.30 (approx.)
 Intensity Rating: 4.30 (approx.)
 Nausea Rating: 2.30 (approx.)
 Max Speed: 38 mph
 Average Speed: 11 mph
 Ride Length: 1,492 ft
 Max. Positive Vertical G's: 2.56 g
 Max. Negative Vertical G's: -0.64 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 1.25 sec
 Drops: 3
 Highest Drop Height: 42 ft
 Inversions: 2
 Space Required: 13 x 11 blocks
 Approximate Cost: \$8,132

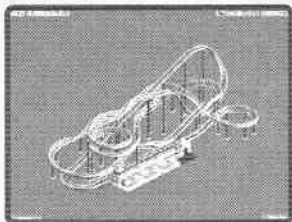
LUNAR LAUNCHER



Excitement Rating: 7.70 (approx.)
 Intensity Rating: 8.60 (approx.)
 Nausea Rating: 4.60 (approx.)
 Max Speed: 56 mph
 Average Speed: 27 mph
 Ride Length: 4,416 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 2.24 g
 Total Air Time: 6.75 sec
 Drops: 14

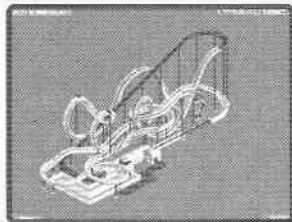
Highest Drop Height: 82 ft
Inversions: 6
Space Required: 23 x 19 blocks
Approximate Cost: \$24,566

SILVERTWIST



Excitement Rating: 6.10 (approx.)
Intensity Rating: 5.60 (approx.)
Nausea Rating: 2.80 (approx.)
Max Speed: 45 mph
Average Speed: 15 mph
Ride Length: 1,909 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.60 g
Total Air Time: 2.75 sec
Drops: 5
Highest Drop Height: 62 ft
Inversions: 3
Space Required: 19 x 9 blocks
Approximate Cost: \$10,831

TIME TWISTER

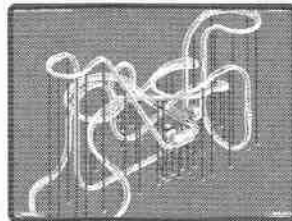


Excitement Rating: 7.00 (approx.)
Intensity Rating: 6.90 (approx.)
Nausea Rating: 3.80 (approx.)
Max Speed: 47 mph
Average Speed: 13 mph
Ride Length: 2,241 ft

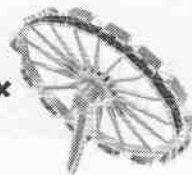
Max. Positive Vertical G's: 3.84 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 2.56 g
Total Air Time: 3.50 sec
Drops: 9
Highest Drop Height: 62 ft
Inversions: 4
Space Required: 9 x 21 blocks
Approximate Cost: \$11,909

Vertical Drop Roller Coaster

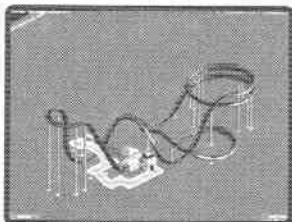
GRAVITY GALE



Excitement Rating: 7.70 (approx.)
Intensity Rating: 8.50 (approx.)
Nausea Rating: 4.30 (approx.)
Max Speed: 69 mph
Average Speed: 22 mph
Ride Length: 3,022 ft
Max. Positive Vertical G's: 4.48 g
Max. Negative Vertical G's: -1.92 g
Max. Lateral G's: 1.92 g
Total Air Time: 8.75 sec
Drops: 14
Highest Drop Height: 157 ft
Inversions: 1
Space Required: 23 x 14 blocks
Approximate Cost: \$22,587

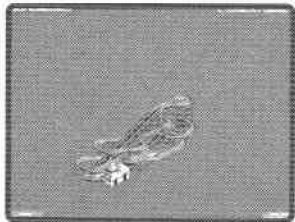


MINIDIVER



Excitement Rating: 6.20 (approx.)
 Intensity Rating: 6.10 (approx.)
 Nausea Rating: 2.70 (approx.)
 Max Speed: 49 mph
 Average Speed: 15 mph
 Ride Length: 1,424 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 3.75 sec
 Drops: 5
 Highest Drop Height: 68 ft
 Space Required: 8 x 21 blocks
 Approximate Cost: \$8,188

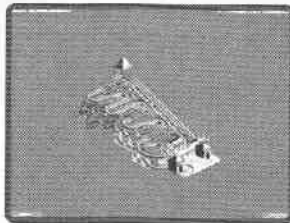
Virginia Reel CRAZY KNIGHTS



Excitement Rating: 6.00 (approx.)
 Intensity Rating: 5.70 (approx.)
 Nausea Rating: 6.10 (approx.)
 Max Speed: 27 mph
 Average Speed: 11 mph
 Ride Length: 1,099 ft
 Max. Positive Vertical G's: 1.92 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 2.56 g
 Drops: 7

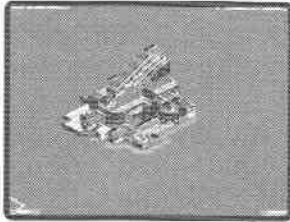
Highest Drop Height: 9 ft
 Space Required: 13 x 4 blocks
 Approximate Cost: \$2,615

TEXAS TUBS



Excitement Rating: 5.40 (approx.)
 Intensity Rating: 5.50 (approx.)
 Nausea Rating: 5.90 (approx.)
 Max Speed: 27 mph
 Average Speed: 11 mph
 Ride Length: 905 ft
 Max. Positive Vertical G's: 1.92 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 2.24 g
 Drops: 6
 Highest Drop Height: 9 ft
 Space Required: 6 x 11 blocks
 Approximate Cost: \$2,655

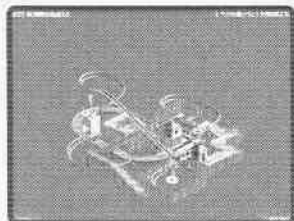
WHEELY REEL



Excitement Rating: 6.10 (approx.)
 Intensity Rating: 4.90 (approx.)
 Nausea Rating: 5.60 (approx.)
 Max Speed: 24 mph
 Average Speed: 11 mph
 Ride Length: 1,141 ft
 Max. Positive Vertical G's: 1.92 g
 Max. Negative Vertical G's: 0 g
 Max. Lateral G's: 1.92 g

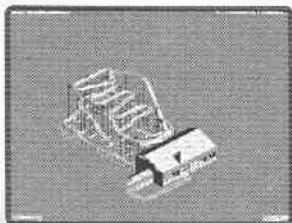
Drops: 3
 Highest Drop Height: 9 ft
 Space Required: 10 x 8 blocks
 Approximate Cost: \$4,050

Water Coaster SPLASHTASTIC



Excitement Rating: 5.90 (approx.)
 Intensity Rating: 5.70 (approx.)
 Nausea Rating: 4.10 (approx.)
 Max Speed: 31 mph
 Average Speed: 9 mph
 Ride Length: 1,325 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: -0.96 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 1.00 sec
 Drops: 5
 Highest Drop Height: 22 ft
 Space Required: 14 x 16 blocks
 Approximate Cost: \$4,630

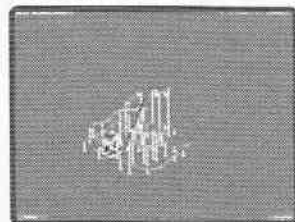
Wild Mouse FLYING DUTCHMAN GOLD MINE



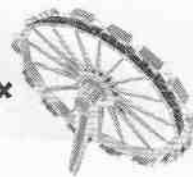
Excitement Rating: 6.80 (approx.)
 Intensity Rating: 7.70 (approx.)
 Nausea Rating: 4.80 (approx.)

Max Speed: 27 mph
 Average Speed: 9 mph
 Ride Length: 1,269 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.75 sec
 Drops: 12
 Highest Drop Height: 19 ft
 Space Required: 6 x 11 blocks
 Approximate Cost: \$4,719

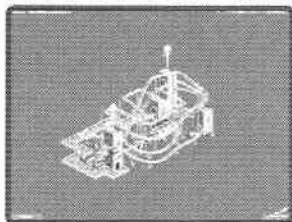
FUNGICIDE



Excitement Rating: 6.10 (approx.)
 Intensity Rating: 7.10 (approx.)
 Nausea Rating: 4.10 (approx.)
 Max Speed: 33 mph
 Average Speed: 13 mph
 Ride Length: 1,279 ft
 Max. Positive Vertical G's: 2.24 g
 Max. Negative Vertical G's: -0.32 g
 Max. Lateral G's: 2.56 g
 Total Air Time: 0.25 sec
 Drops: 7
 Highest Drop Height: 32 ft
 Space Required: 8 x 8 blocks
 Approximate Cost: \$3,648

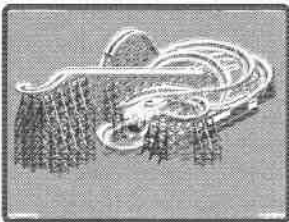


STEEL SQUEAK



Excitement Rating: 7.20 (approx.)
 Intensity Rating: 7.80 (approx.)
 Nausea Rating: 4.80 (approx.)
 Max Speed: 31 mph
 Average Speed: 11 mph
 Ride Length: 1,594 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 1.25 sec
 Drops: 11
 Highest Drop Height: 22 ft
 Space Required: 7 x 12 blocks
 Approximate Cost: \$5,508

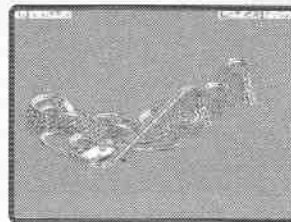
WOODEN ROLLER COASTER BLACK WIDOW



Excitement Rating: 7.60 (approx.)
 Intensity Rating: 8.20 (approx.)
 Nausea Rating: 4.80 (approx.)
 Max Speed: 54 mph
 Average Speed: 18 mph
 Ride Length: 2,664 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 4.00 sec

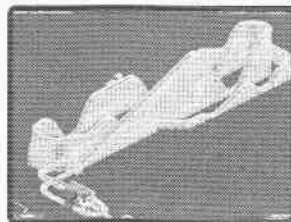
Drops: 7
 Highest Drop Height: 82 ft
 Space Required: 23 x 14 blocks
 Approximate Cost: \$11,478

BRAINSTORM



Excitement Rating: 7.60 (approx.)
 Intensity Rating: 8.20 (approx.)
 Nausea Rating: 4.90 (approx.)
 Max Speed: 51 mph
 Average Speed: 18 mph
 Ride Length: 3,983 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.28 g
 Total Air Time: 5.00 sec
 Drops: 10
 Highest Drop Height: 82 ft
 Space Required: 22 x 35 blocks
 Approximate Cost: \$16,678

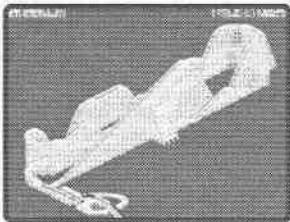
COLOSSUS (TRACK 1)



Excitement Rating: 7.50 (approx.)
 Intensity Rating: 9.70 (approx.)
 Nausea Rating: 5.40 (approx.)
 Max Speed: 63 mph
 Average Speed: 18 mph
 Ride Length: 4,058 ft

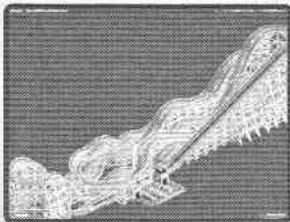
Max. Positive Vertical G's: 3.84 g
Max. Negative Vertical G's: -1.92 g
Max. Lateral G's: 2.56 g
Total Air Time: 6.25 sec
Drops: 13
Highest Drop Height: 121 ft
Space Required: 56 x 22 blocks
Approximate Cost: \$19,002

COLOSSUS (TRACK 2)



Excitement Rating: 7.30 (approx.)
Intensity Rating: 9.20 (approx.)
Nausea Rating: 5.20 (approx.)
Max Speed: 63 mph
Average Speed: 18 mph
Ride Length: 4,019 ft
Max. Positive Vertical G's: 3.84 g
Max. Negative Vertical G's: -1.92 g
Max. Lateral G's: 1.28 g
Total Air Time: 6.50 sec
Drops: 14
Highest Drop Height: 121 ft
Space Required: 51 x 21 blocks
Approximate Cost: \$18,974

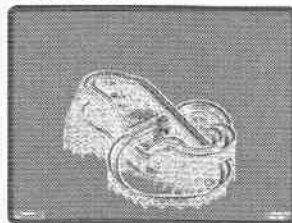
DRIFTWOOD



Excitement Rating: 6.80 (approx.)
Intensity Rating: 8.50 (approx.)
Nausea Rating: 3.00 (approx.)

Max Speed: 45 mph
Average Speed: 15 mph
Ride Length: 2,480 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.92 g
Total Air Time: 6.50 sec
Drops: 15
Highest Drop Height: 62 ft
Space Required: 30 x 7 blocks
Approximate Cost: \$9,545

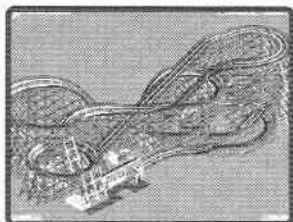
FIRETRAP



Excitement Rating: 6.90 (approx.)
Intensity Rating: 7.20 (approx.)
Nausea Rating: 4.40 (approx.)
Max Speed: 38 mph
Average Speed: 15 mph
Ride Length: 1,817 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 0.96 g
Total Air Time: 4.00 sec
Drops: 7
Highest Drop Height: 42 ft
Space Required: 12 x 15 blocks
Approximate Cost: \$8,668

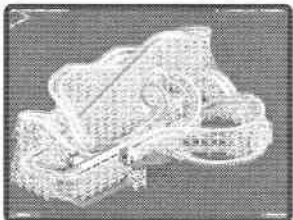


GLOWING EMBERS



Excitement Rating: 6.70 (approx.)
 Intensity Rating: 7.40 (approx.)
 Nausea Rating: 4.60 (approx.)
 Max Speed: 47 mph
 Average Speed: 15 mph
 Ride Length: 2,690 ft
 Max. Positive Vertical G's: 2.88 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 0.96 g
 Total Air Time: 3.00 sec
 Drops: 9
 Highest Drop Height: 62 ft
 Space Required: 16 x 25 blocks
 Approximate Cost: \$13,722

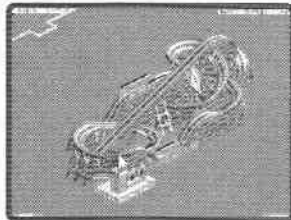
GREAT WHITE WAIL



Excitement Rating: 8.40 (approx.)
 Intensity Rating: 8.70 (approx.)
 Nausea Rating: 4.80 (approx.)
 Max Speed: 49 mph
 Average Speed: 18 mph
 Ride Length: 3,540 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 2.00 sec
 Drops: 7
 Highest Drop Height: 78 ft

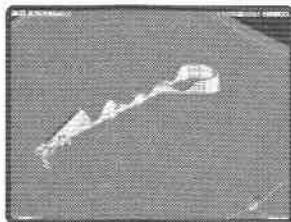
Inversions: 2
 Space Required: 23 x 16 blocks
 Approximate Cost: \$14,687

HAIRY HARDWOOD



Excitement Rating: 6.60 (approx.)
 Intensity Rating: 7.60 (approx.)
 Nausea Rating: 4.50 (approx.)
 Max Speed: 45 mph
 Average Speed: 13 mph
 Ride Length: 1,955 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.92 g
 Total Air Time: 2.75 sec
 Drops: 5
 Highest Drop Height: 62 ft
 Space Required: 19 x 9 blocks
 Approximate Cost: \$8,270

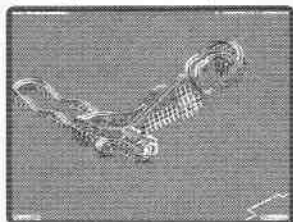
JUDGE ROY SCREAM



Excitement Rating: 6.30 (approx.)
 Intensity Rating: 7.90 (approx.)
 Nausea Rating: 4.60 (approx.)
 Max Speed: 51 mph
 Average Speed: 15 mph
 Ride Length: 2,523 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.28 g

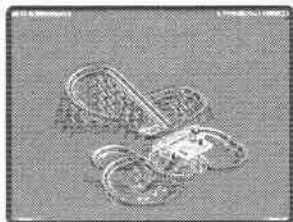
Max. Lateral G's: 0.96 g
Total Air Time: 5.75 sec
Drops: 11
Highest Drop Height: 82 ft
Space Required: 73 x 13 blocks
Approximate Cost: \$12,864

LOUP-GAROU



Excitement Rating: 6.90 (approx.)
Intensity Rating: 7.90 (approx.)
Nausea Rating: 4.50 (approx.)
Max Speed: 45 mph
Average Speed: 18 mph
Ride Length: 3,104 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -0.96 g
Max. Lateral G's: 1.28 g
Total Air Time: 4.50 sec
Drops: 12
Highest Drop Height: 62 ft
Space Required: 35 x 31 blocks
Approximate Cost: \$14,908

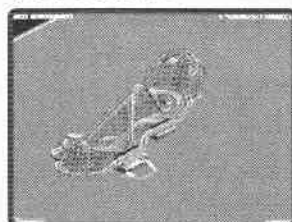
MICROFOBIA



Excitement Rating: 6.20 (approx.)
Intensity Rating: 6.80 (approx.)
Nausea Rating: 3.80 (approx.)
Max Speed: 40 mph
Average Speed: 18 mph

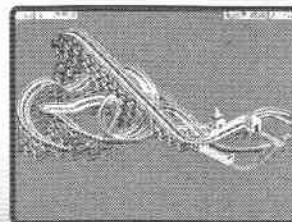
Ride Length: 1,506 ft
Max. Positive Vertical G's: 2.56 g
Max. Negative Vertical G's: -0.64 g
Max. Lateral G's: 1.60 g
Total Air Time: 0.75 sec
Drops: 4
Highest Drop Height: 42 ft
Space Required: 16 x 14 blocks
Approximate Cost: \$6,539

PSYCLONE



Excitement Rating: 7.50 (approx.)
Intensity Rating: 9.60 (approx.)
Nausea Rating: 5.50 (approx.)
Max Speed: 51 mph
Average Speed: 18 mph
Ride Length: 4,091 ft
Max. Positive Vertical G's: 3.52 g
Max. Negative Vertical G's: -1.92 g
Max. Lateral G's: 2.56 g
Total Air Time: 8.75 sec
Drops: 17
Highest Drop Height: 82 ft
Space Required: 36 x 16 blocks
Approximate Cost: \$18,428

RICOCHET

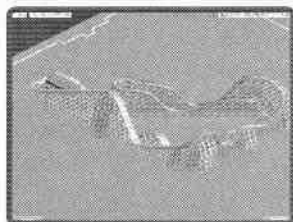


Excitement Rating: 6.30 (approx.)
Intensity Rating: 7.90 (approx.)
Nausea Rating: 4.40 (approx.)



Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 1,840 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 2.75 sec
 Drops: 7
 Highest Drop Height: 62 ft
 Inversions: 1
 Space Required: 20 x 19 blocks
 Approximate Cost: \$7,180

ROBIN HOOD

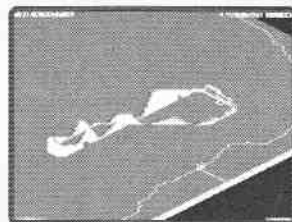


Excitement Rating: 6.80 (approx.)
 Intensity Rating: 8.10 (approx.)
 Nausea Rating: 4.60 (approx.)
 Max Speed: 51 mph
 Average Speed: 15 mph
 Ride Length: 2,667 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 5.50 sec
 Drops: 9
 Highest Drop Height: 82 ft
 Space Required: 36 x 24 blocks
 Approximate Cost: \$14,949

ROLLING THUNDER (TRACK 1)



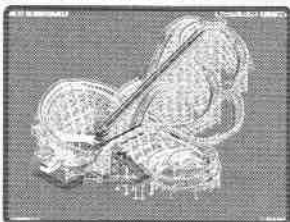
Excitement Rating: 7.00 (approx.)
 Intensity Rating: 8.10 (approx.)
 Nausea Rating: 4.70 (approx.)
 Max Speed: 51 mph
 Average Speed: 15 mph
 Ride Length: 2,451 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 6.50 sec
 Drops: 9
 Highest Drop Height: 82 ft
 Space Required: 62 x 26 blocks
 Approximate Cost: \$12,305



ROLLING THUNDER (TRACK 2)

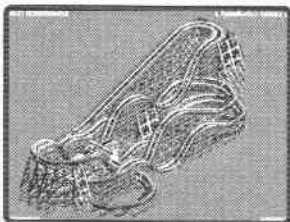
Excitement Rating: 6.80 (approx.)
 Intensity Rating: 7.70 (approx.)
 Nausea Rating: 4.40 (approx.)
 Max Speed: 51 mph
 Average Speed: 15 mph
 Ride Length: 2,454 ft
 Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.28 g
 Max. Lateral G's: 0.96 g
 Total Air Time: 5.75 sec
 Drops: 8
 Highest Drop Height: 82 ft
 Space Required: 63 x 26 blocks
 Approximate Cost: \$10,906

ROUGH RIDER



Excitement Rating: 7.00 (approx.)
Intensity Rating: 7.60 (approx.)
Nausea Rating: 4.40 (approx.)
Max Speed: 47 mph
Average Speed: 18 mph
Ride Length: 2,674 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.28 g
Total Air Time: 2.50 sec
Drops: 6
Highest Drop Height: 62 ft
Space Required: 22 x 15 blocks
Approximate Cost: \$11,674

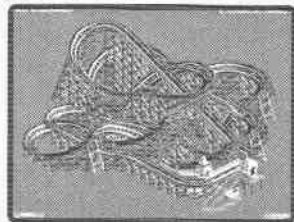
SAWDUST



Excitement Rating: 7.50 (approx.)
Intensity Rating: 7.80 (approx.)
Nausea Rating: 4.70 (approx.)
Max Speed: 45 mph
Average Speed: 15 mph
Ride Length: 2,460 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.28 g
Total Air Time: 6.50 sec
Drops: 10
Highest Drop Height: 42 ft

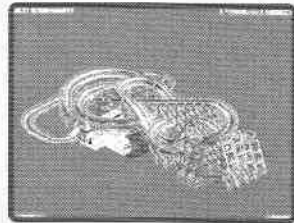
Space Required: 23 x 12 blocks
Approximate Cost: \$10,221

SHIMMY



Excitement Rating: 7.10 (approx.)
Intensity Rating: 7.70 (approx.)
Nausea Rating: 4.50 (approx.)
Max Speed: 47 mph
Average Speed: 18 mph
Ride Length: 2,979 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.60 g
Max. Lateral G's: 0.96 g
Total Air Time: 3.25 sec
Drops: 9
Highest Drop Height: 42 ft
Space Required: 19 x 20 blocks
Approximate Cost: \$13,612

SPLINTER

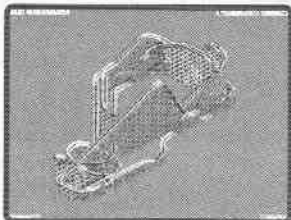


Excitement Rating: 7.00 (approx.)
Intensity Rating: 7.90 (approx.)
Nausea Rating: 4.70 (approx.)
Max Speed: 42 mph
Average Speed: 13 mph
Ride Length: 2,388 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.60 g
Max. Lateral G's: 2.56 g



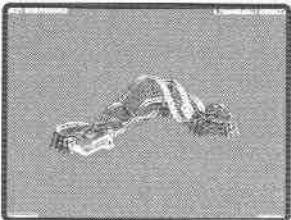
Total Air Time: 2.00 sec
 Drops: 6
 Highest Drop Height: 32 ft
 Space Required: 14 x 19 blocks
 Approximate Cost: \$9,700

TEXAS GIANT™



Excitement Rating: 8.40 (approx.)
 Intensity Rating: 8.90 (approx.)
 Nausea Rating: 5.50 (approx.)
 Max Speed: 58 mph
 Average Speed: 18 mph
 Ride Length: 4,692 ft
 Max. Positive Vertical G's: 3.84 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 0.96 g
 Total Air Time: 10.75 sec
 Drops: 14
 Highest Drop Height: 11 ft
 Space Required: 41 x 26 blocks
 Approximate Cost: \$23,773

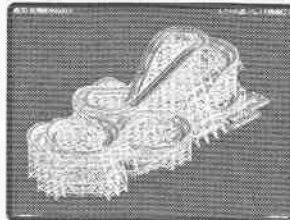
TINDER



Excitement Rating: 7.00 (approx.)
 Intensity Rating: 7.80 (approx.)
 Nausea Rating: 4.70 (approx.)
 Max Speed: 45 mph
 Average Speed: 15 mph
 Ride Length: 2,247 ft

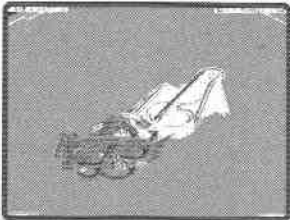
Max. Positive Vertical G's: 3.20 g
 Max. Negative Vertical G's: -1.60 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 7.25 sec
 Drops: 9
 Highest Drop Height: 62 ft
 Space Required: 24 x 18 blocks
 Approximate Cost: \$9,204

TOUCHWOOD



Excitement Rating: 7.50 (approx.)
 Intensity Rating: 6.80 (approx.)
 Nausea Rating: 5.20 (approx.)
 Max Speed: 51 mph
 Average Speed: 15 mph
 Ride Length: 3,579 ft
 Max. Positive Vertical G's: 3.52 g
 Max. Negative Vertical G's: -1.92 g
 Max. Lateral G's: 1.60 g
 Total Air Time: 6.75 sec
 Drops: 12
 Highest Drop Height: 82 ft
 Space Required: 23 x 11 blocks
 Approximate Cost: \$15,036

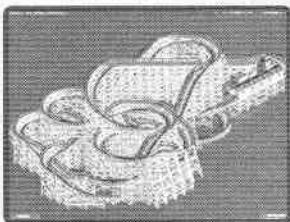
UGLY TWISTERS



Excitement Rating: 8.50 (approx.)
 Intensity Rating: 8.30 (approx.)
 Nausea Rating: 5.50 (approx.)

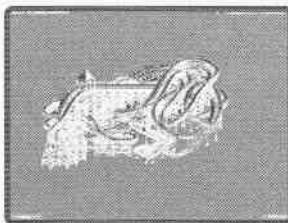
Max Speed: 45 mph
Average Speed: 15 mph
Ride Length: 4,327 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.60 g
Max. Lateral G's: 1.60 g
Total Air Time: 4.00 sec
Drops: 10
Highest Drop Height: 62 ft
Space Required: 16 x 33 blocks
Approximate Cost: \$17,968

WHITEOUT



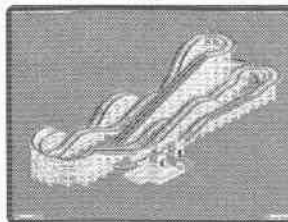
Excitement Rating: 7.20 (approx.)
Intensity Rating: 8.10 (approx.)
Nausea Rating: 4.60 (approx.)
Max Speed: 51 mph
Average Speed: 18 mph
Ride Length: 3,225 ft
Max. Positive Vertical G's: 3.52 g
Max. Negative Vertical G's: -1.92 g
Max. Lateral G's: 1.60 g
Total Air Time: 3.25 sec
Drops: 7
Highest Drop Height: 62 ft
Space Required: 14 x 27 blocks
Approximate Cost: \$15,500

WHITEWASH



Excitement Rating: 7.60 (approx.)
Intensity Rating: 8.10 (approx.)
Nausea Rating: 4.80 (approx.)
Max Speed: 45 mph
Average Speed: 18 mph
Ride Length: 2,339 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.92 g
Total Air Time: 4.00 sec
Drops: 9
Highest Drop Height: 62 ft
Space Required: 17 x 11 blocks
Approximate Cost: \$9,406

WOODCHIP

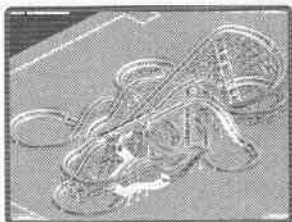


Excitement Rating: 6.40 (approx.)
Intensity Rating: 7.60 (approx.)
Nausea Rating: 4.50 (approx.)
Max Speed: 38 mph
Average Speed: 13 mph
Ride Length: 2,060 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.28 g
Total Air Time: 4.75 sec
Drops: 11
Highest Drop Height: 42 ft



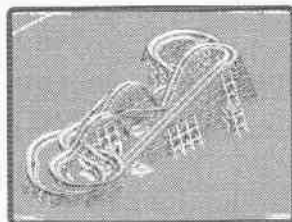
Space Required: 24 x 8 blocks
Approximate Cost: \$7,485

WOODWIND



Excitement Rating: 7.50 (approx.)
Intensity Rating: 7.60 (approx.)
Nausea Rating: 4.60 (approx.)
Max Speed: 45 mph
Average Speed: 18 mph
Ride Length: 3,274 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.28 g
Total Air Time: 5.75 sec
Drops: 9
Highest Drop Height: 62 ft
Space Required: 26 x 19 blocks
Approximate Cost: \$12,446

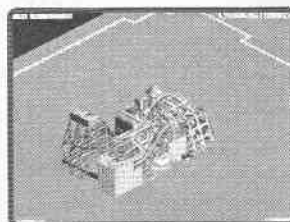
WOODWORM



Excitement Rating: 7.30 (approx.)
Intensity Rating: 7.50 (approx.)
Nausea Rating: 4.60 (approx.)
Max Speed: 45 mph
Average Speed: 13 mph
Ride Length: 2,434 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.60 g

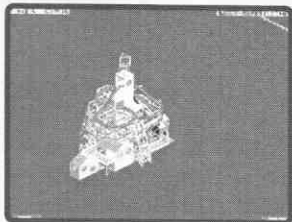
Max. Lateral G's: 1.60 g
Total Air Time: 4.75 sec
Drops: 6
Highest Drop Height: 62 ft
Space Required: 13 x 25 blocks
Approximate Cost: \$9,966

WOODEN Wild Mine Ride MINI MINER



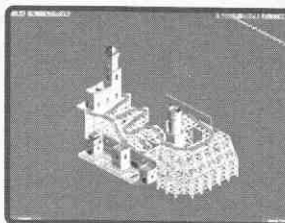
Excitement Rating: 7.10 (approx.)
Intensity Rating: 8.10 (approx.)
Nausea Rating: 4.50 (approx.)
Max Speed: 33 mph
Average Speed: 13 mph
Ride Length: 1,230 ft
Max. Positive Vertical G's: 2.56 g
Max. Negative Vertical G's: -0.96 g
Max. Lateral G's: 2.24 g
Total Air Time: 1.50 sec
Drops: 8
Highest Drop Height: 39 ft
Space Required: 8 x 13 blocks
Approximate Cost: \$4,464

WOODEN WILD MOUSE CHEESY MICE



Excitement Rating: 3.50 (approx.)
Intensity Rating: 4.00 (approx.)
Nausea Rating: 2.30 (approx.)
Max Speed: 29 mph
Average Speed: 11 mph
Ride Length: 882 ft
Max. Positive Vertical G's: 3.20 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.92 g
Total Air Time: 1.50 sec
Drops: 8
Highest Drop Height: 13 ft
Space Required: 7 x 12 blocks
Approximate Cost: \$3,983

MOUSE TOWERS



Excitement Rating: 7.10 (approx.)
Intensity Rating: 7.70 (approx.)
Nausea Rating: 4.60 (approx.)
Max Speed: 29 mph
Average Speed: 9 mph
Ride Length: 1,319 ft
Max. Positive Vertical G's: 2.88 g
Max. Negative Vertical G's: -1.28 g
Max. Lateral G's: 1.92 g
Total Air Time: 2.00 sec
Drops: 9
Highest Drop Height: 22 ft
Space Required: 12 x 6 blocks
Approximate Cost: \$5,083

THE COST OF PLAYING

Trees

NAME	COST
Incense Cedar	\$30
Lawson Cypress	\$21
Monterey Cypress	\$25
Monkey Puzzle	\$27
Italian Cypress	\$25
Golden Hinoki Cypress	\$18
Arizona Cypress	\$20
Hiba	\$17
Common Juniper	\$10
Meyer's Blue Juniper	\$8
Caucasian Fir	\$23
Cedar of Lebanon	\$38
Red Fir	\$27
Red Fir (smaller)	\$18
European Larch	\$26
Aleppo Pine	\$18
Scots Pine	\$36
Montezuma Pine	\$27

Corsican Pine	\$30
Black Poplar	\$20
Lombardy Poplar	\$21
White Poplar	\$17
Aspen	\$11
Magnolia	\$12
Weeping Willow	\$14
Silver Birch	\$21
Voss's Laburnum	\$18
Common Yew	\$17
Norway Spruce	\$20
Walnut	\$18
Camperdown Elm	\$15
Common Oak	\$25
Honey Locust	\$28
Chinese Cedar	\$21
Fruit Tree	\$14
Cabbage Tree	\$20
Canary Palm	\$18
Palm Tree	\$21



Palm Tree (smaller)	\$16
Trees (other)	\$16–\$26

Shrubs and Ornaments

NAME	COST
Tree	\$7–\$9
Ornamental Tree	\$6–\$11
Elephant Fountain	\$55
Alligator-Shaped Tree	\$10
Squirrel-Shaped Tree	\$8
Heart-Shaped Tree	\$7
Club-Shaped Tree	\$7
Diamond-Shaped Tree	\$7
Spade-Shaped Tree	\$7
Giraffe Statue	\$12
Unicorn Statue	\$12
Cactus	\$9–\$11
Geometric Fountain	\$50
Bush	\$5–\$6
Shrub	\$5–\$6
Dolphin Fountain	\$57
Horse Statue	\$18
Horseman Statue	\$20
Dolphin Statue	\$21
Bullrush	\$6
Fountain	\$55
Hedge	\$5
Conifer Hedge	\$6

Gardens

NAME	COST
Clock	\$40
Gardens (large)	\$13
Gardens (small)	\$4

Fences and Walls

NAME	COST
Mesh Fence	\$4
Railings	\$5–\$6
Wooden Fence	\$4
Fence	\$4
Brick Wall	\$5
Stone Wall	\$5
Bone Fence	\$5
Castle Wall	\$5–\$10
Conifer Hedge	\$6
Egyptian Wall	\$5
Glass Wall	\$9
Hedge	\$5
Jellybean Wall	\$7

Jungle Fence	\$4
Martian Wall	\$6
Roman Wall	\$5
Steel Fence	\$4
Tall Wooden Fence	\$6
Wooden Fence	\$4–\$5
Wall	\$5–\$6
Wooden Post Wall	\$4

Walls and Roofs

NAME	COST
Walls	\$4–\$18
Roofs	\$20–\$21
Poles	\$6–\$10
Doorways	\$25
Windows	\$10
Base Blocks	\$20
Curved Blocks	\$14–\$15
Steel Latticework	\$9
Support Structures	\$8–\$17

Signs and Items for Footpaths

NAME	COST
Lamp	\$4–\$6
Litter Bin	\$3–\$4
Bench	\$5
Queue Line TV	\$15
Signs	\$25–\$30
Post	\$7
Scrolling Sign	\$12–\$20
3-D Sign	\$20

Abstract Theme

NAME	COST
Geometric Sculpture	\$16–\$18
Sculpture	\$11–\$16
Glass Wall	\$7–\$12
Glass Roof	\$20

Candyland Theme

NAME	COST
Jelly Baby	\$15
Mint	\$7
Lollypop	\$19
Jellybean	\$14
Jellybean Wall	\$7
Candy Stick	\$19
Fruit Drop	\$10
Cola Candy	\$15
Chocolate Bar	\$14

Marshmallow	\$15-\$20
Candy Tree	\$10-\$15
Candy	\$6-\$15

Classical/Roman Theme

NAME	COST
Roman Temple	\$62
Roman Column	\$11
Roman Statue	\$20
Column Wall	\$6
Plinth	\$20
Cupid Fountain	\$65
Roman Colosseum	\$200
Roman Wall	\$5
Classical-Style Sign	\$30

Creepy Theme

NAME	COST
Pumpkin	\$32
Giant Pumpkin	\$115
Cauldron	\$9
Swamp Goo	\$30
Skull	\$35
Statue	\$30-\$38
Wall	\$5-\$6
Tree	\$16-\$26

Egyptian Theme

NAME	COST
Pyramid	\$350
Egyptian Statue	\$20
Sphinx	\$190
Colonnade	\$120
Egyptian Column	\$8
Cleopatra's Needle	\$12
Ruined Statue	\$5
Stone Block	\$5
Egyptian Wall	\$5
Lamp	\$5
Egyptian-Style Sign	\$30

Giant Garden Theme

NAME	COST
Giant Grass	\$12
Giant Carrot	\$20
Giant Fern	\$14
Giant Beanstalk	\$19-\$25
Spider	\$40
Butterfly	\$38
Snail	\$40
Wasp	\$38
Daisy Lamp	\$6

Jungle Theme

NAME	COST
Bush	\$10
Tree	\$17-\$29
Plant	\$18-\$25
Flower	\$10
Wooden Post Wall	\$4
Jungle Fence	\$4
Jungle-Style Sign	\$30
Wall	\$8
Roof	\$20
Bench	\$5

Jurassic Theme

NAME	COST
Dinosaur	\$20-\$40
Bone	\$5-\$11
Wooden Fence	\$5
Tall Wooden Fence	\$6
Wooden Fence Wall	\$6
Bone Fence	\$5
Jurassic-Style Sign	\$30

Martian Theme

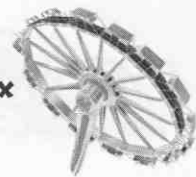
NAME	COST
Martian Building	\$175
Martian Object	\$14-\$50
Lamp	\$6
Volcano	\$250
Martian Wall	\$6

Mechanical Theme

NAME	COST
Cogwheel	\$20
Small Cogwheel	\$15
Flames	\$40
Pipe Section	\$10-\$15
Steel Wall	\$4-\$18
Steel Block	\$14-\$20
Railings	\$4
Steel Fence	\$4

Medieval Theme

NAME	COST
Castle Tower	\$38-\$150
Castle Wall	\$6-\$10
Cannon	\$11
Target	\$9
Wooden Fence	\$4
Tent	\$30
House	\$28-\$35
Portcullis Door	\$25



Mine Theme

NAME	COST
Mine Shaft	\$175
Mine Hut	\$100
Broken Wheel	\$5
Wheel	\$5
Barrel	\$4
Log	\$4
Junk	\$6
Wooden Sign	\$30
Wooden Wall	\$5-\$9
Wooden Block	\$20
Roof	\$20
Litter Bin	\$4

Pagoda Theme

NAME	COST
Pagoda	\$140
House	\$24-\$60
Gong	\$10
Building	\$25
Lily	\$5
Wall	\$8
Pagoda-Style Sign	\$30
Tree	\$18-\$22

Pirate Theme

NAME	COST
Pirate Ship	\$190
Treasure Chest	\$9
Rigging	\$12
Pirate Flag	\$10
Cannon Balls	\$9
Cannon	\$9
Tavern	\$110
Lamp	\$6
Roof	\$20-\$22
Wall	\$7-\$11

Six Flags® Theme

NAME	COST
Goliath Name	\$230
Medusa Sign	\$20
Nitro Sign	\$20
Texas Giant Sign	\$10
Ornamental Structure	\$20

Snow and Ice Theme

NAME	COST
Log Cabin	\$23
Snowman	\$12
Igloo	\$11

Ice Palace	\$165
Jumping Snowballs	\$25
Caucasian Fir	\$23
Red Fir	\$18-\$27
Norway Spruce	\$20
Snowball	\$15
Giant Snowflake	\$10
Fence	\$4
Wooden Fence	\$4
Wooden Post Wall	\$4
Snow-Covered Sign	\$30
Igloo Wall	\$5-\$8
Igloo Roof	\$20
Ice Cube	\$25
Slide	\$330

Space Theme

NAME	COST
Space Rocket	\$175
Space Capsule	\$18-\$70
Satellite	\$140
Sculpture	\$1116
House	\$27
Building	\$29
Tree	\$21-\$27
Wall	\$8
Roof	\$20
Space-Style Sign	\$30
Bench	\$5
Litter Bin	\$4

Spooky Theme

NAME	COST
Graveyard Monument	\$8-\$14
Dead Tree	\$10
Grave Stone	\$4
Skeleton	\$55
Skull	\$20
Rock Wall	\$12

Sports Theme

NAME	COST
Football	\$15
Football Helmet	\$18
Soccer Ball	\$15
Badminton Racket	\$23
Shuttlecock	\$11
Tennis Ball	\$10
Tennis Net Wall	\$9
Seats	\$5

Urban Theme

NAME	COST
Town Hall	\$165
Office Block	\$220
Tenement	\$85
House	\$130-\$145
Gas Station	\$110
Terraced House	\$140
Wall	\$8

Water Feature Theme

NAME	COST
Waterfall	\$18
Water Jet	\$18
Jumping Fountains	\$20
Water Spout	\$45
Ice Cube	\$25
Fountain	\$50

Wild West Theme

NAME	COST
Wagon	\$19
Wooden Post Fence	\$4
General Store	\$125
Saloon	\$140
Bank	\$120
Gallows	\$18
Totem Pole	\$20
Tepee	\$18
Litter Bin	\$4

Wonderland Theme

NAME	COST
House	\$45
Pumpkin House	\$30
Toadstool (small)	\$5
Toadstool (large)	\$13-\$14
Candy Tree	\$10-\$15
Candy	\$6
Checkerboard Block	\$20
Pawn	\$5
Knight	\$5
Bishop	\$5
Rook	\$5
Queen	\$5
King	\$5
Playing Card Wall	\$5

Park Necessities

NAME	COST
Cash Machine	\$200

First Aid Station	\$250
Information Kiosk	\$250
Restroom	\$225

Food Stalls

Each Food Stall costs \$300.

Beef Noodle Stall
Burger Bar
Candy Apple Stall
Chicken Nuggets Stall
Cookie Shop
Cotton Candy Stall
Donut Shop
Fried Chicken Stall
Fried Rice Noodles Stall
Fries Shop
Fries Stall
Fruity Ices Stall
Funnel Cake Shop
Hot Dog Stall
Ice Cream Cone Stall
Meatball Soup Stall
Pizza Stall
Popcorn Stall
Pretzel Stall
Roast Sausage Stall
Seafood Stall
Sub Sandwich Stall
Wonton Soup Stall

Drink Stalls

Each Drink Stall costs \$250.

Coffee Shop
Drink Stall
Hot Chocolate Stall
Iced Tea Stall
Lemonade Stall
Soybean Milk Stall
Star Fruit Drink Stall
Sujongkwa Stall

Souvenir Shops

Each Souvenir Shop costs \$200.

Balloon Stall
Hat Stall
Souvenir Stall
Sunglasses Stall
T-Shirt Stall

Transport Rides

NAME	COST
Chairlift	\$1,440+
Elevator	\$624+
Monorail	\$1,550+
Miniature Railway	\$1,300+
Trams	\$1,300+
Suspended Monorail	\$2,400+



Gentle Rides

NAME	COST
Car Ride	\$540+
Cheshire Cats	\$540+
Circus Show	\$500
Crooked House	\$260
Dodgems	\$440
Double-Deck Observation Tower	\$592+
Ferris Wheel	\$450
Flying Saucers	\$560
Ghost Train	\$540+
Haunted House	\$340
Haunted Mansion Ride	\$570+
Merry-Go-Round	\$460
Mini Golf	\$740+
Mini Helicopters	\$540+
Mini Maze	\$216+
Monorail Cycles	\$450+
Monster Trucks	\$540+
Observation Tower	\$592+
Space Rings	\$288
Spiral Slide	\$330
Vintage Cars	\$540+

Thrill Rides

NAME	COST
3D Cinema	\$560
The Enterprise	\$800
Go-Karts	\$920+
Launched Freefall	\$800+
Magic Carpet	\$396
Motion Simulator	\$440
Pirate Ship	\$387
Roto Drop	\$880+
Snow Cups	\$360
Swinging Inverter	\$424
Top Spin	\$580
Twist	\$360

Water Rides

NAME	COST
Bumper Boats	\$205+
Canoes	\$205+
Dinghy Slide	\$1,200+
Jet Skis	\$205
Log Flume	\$1,320+
River Rafts	\$900+
River Rapids	\$1,840+
Rowing Boats	\$205+
Splash Boats	\$1,640+

Submarine Ride	\$260+
Swans	\$205+
Water Coaster	\$1,640+
Water Tricycles	\$205+

Roller Coasters

NAME	COST
Air Powered Vertical	\$6,750+
Bobsleigh Coaster	\$2,700+
Compact Inverted Coaster	\$3,750+
Corkscrew Roller Coaster	\$3,900+
Floorless Coaster	\$4,950
Flying Roller Coaster	\$4,650+
Flying Turns	\$2,700+
Giga Coaster	\$4,950+
Heartline Twister Coaster	\$3,030+
Hypercoaster	\$3,900+
Hyper-Twister Roller Coaster	\$4,950+
Inverted Hairpin Coaster	\$2,000+
Inverted Impulse Coaster	\$2,325+
Inverted Roller Coaster	\$4,100+
Inverted Shuttle Coaster	\$3,750+
Inverted Vertical Shuttle	\$3,750+
Junior Roller Coaster	\$1,320+
Lay-Down Roller Coaster	\$4,000+
LIM Launched Coaster	\$3,550+
Looping Roller Coaster	\$3,350+
Mine Ride	\$2,520+
Mine Train Coaster	\$3,050+
Mini Roller Coaster	\$1,920+
Mini Suspended Coaster	\$1,800+
Mini Suspended Flying Coaster	\$1,800+
Motorbike Races	\$1,680+
Multi-Dimension Roller Coaster	\$6,750+
Reverse Freefall Coaster	\$6,750+
Reverser Roller Coaster	\$1,517+
Side-Friction Roller Coaster	\$1,517+
Soap Box Derby Racers	\$1,680+
Spinning Wild Mouse	\$1,640+
Spiral Roller Coaster	\$2,600+
Stand-Up Roller Coaster	\$3,750+
Stand-Up Twister Coaster	\$4,950+
Steeplechase	\$1,680+
Suspended Swinging Coaster	\$3,550+
Twister Roller Coaster	\$4,950+
Vertical Drop Roller Coaster	\$3,780+
Virginia Reel	\$975+
Wild Mouse	\$1,640+
Wooden Roller Coaster	\$2,800+
Wooden Wild Mine Ride	\$1,480+
Wooden Wild Mouse	\$1,480+

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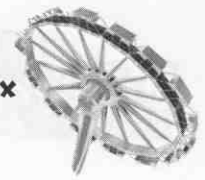
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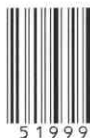


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