

# RollerCoaster TYCOON

## WORLD™





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# Game Introduction

Welcome to the newest edition of the best-selling park sim RollerCoaster Tycoon World™. RCTW gives you ultimate control and allows you to build mind bending realistic coasters. Immerse yourself in the stunning new 3D engine that will give you total freedom to create, ride, and share the amusement parks of your dreams. Whether you are pushing the limits of design or trying to create a monster park with maximum profits, you will always be challenged. Now with a Creative Hub function, you can share content including coasters and maps. Experience the thrill of a lifetime!

## Four Theme Categories

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

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

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

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

**Adventure** – Visitors get a taste of Caribbean escapades or Mayan architecture

## Story Mode and Game Difficulty

In previous versions of RollerCoaster Tycoon®, the game offered easy, medium and hard scenarios. RollerCoaster Tycoon World provides a new Story Mode with 30 missions (Deluxe Edition includes 10 additional missions) that teaches you everything there is to know to become a Tycoon. Each Mission gives you a Main Objective and 3 levels of optional challenges: Apprentice, Master and Tycoon. When you first start RollerCoaster Tycoon World, only the first Mission is available. The remaining are locked and become unlocked as you complete at least the Main Objective of the previous one. When completing optional challenges, you will be rewarded with Tycoon Credits which you can spend to unlock all kinds of items such as new scenery objects, Piece-by-Piece Packs, Blueprints, and more.





## How to get started

1. Start Windows.
2. Next you will need to install **Steam** which can be downloaded from <http://store.steampowered.com/>. If you already have Steam installed and have a Steam account, skip to **Step 5**.
3. If you are installing Steam for the first time you must accept the SSA to proceed. Once you agree to the SSA follow the onscreen directions to install the Steam client.
4. Upon completion of the Steam Client installation, you will need to create a Steam account. Launch the client, click **Create A New Account**, and follow the onscreen directions to complete your account creation.
5. Launch the Steam client and Login to your Steam account. If you purchased your product directly through Steam skip to **Step 7**.
6. If you purchased your game with a retailer other than Steam you will first need to activate your product with Steam (**this includes users who purchased a physical disc**). To do this Click the Games menu in Steam. Choose Activate your Product on Steam. Follow the onscreen instructions to complete the process.
7. Click on the Library menu and find "RollerCoaster Tycoon World". **Click Install**.
8. To play the game once it is installed simply run the Steam client and find RollerCoaster Tycoon World in your games library then click Play.
9. Visit [rollercoastertycoon.com](http://rollercoastertycoon.com) for the latest information about the game.

**IMPORTANT ANTIVIRUS INFORMATION:** We encourage protecting your PC from viruses, spyware and other forms of malicious software. Anti-virus applications often interfere with Steam and can cause a range of problems from connection issues to games not launching correctly. Please set your anti-virus to **Game Mode** or disable it before launching Steam if you are experiencing issues with your Steam games.

## STEAM - ONLINE ACTIVATION

You will be required to install and activate your game through Steam.

Once activated you can play whilst offline as allowed via Steam.

### **REQUIRES INTERNET CONNECTION AND FREE STEAM ACCOUNT TO ACTIVATE**

**NOTICE:** Products offered subject to your acceptance of the Steam Subscriber Agreement ("SSA")

You must activate this product via the internet by registering for a Steam account and accepting the SSA.

This is a live game and will be continuously updated. You must connect to Steam for regular game updates and latest information.

# Saving and Loading

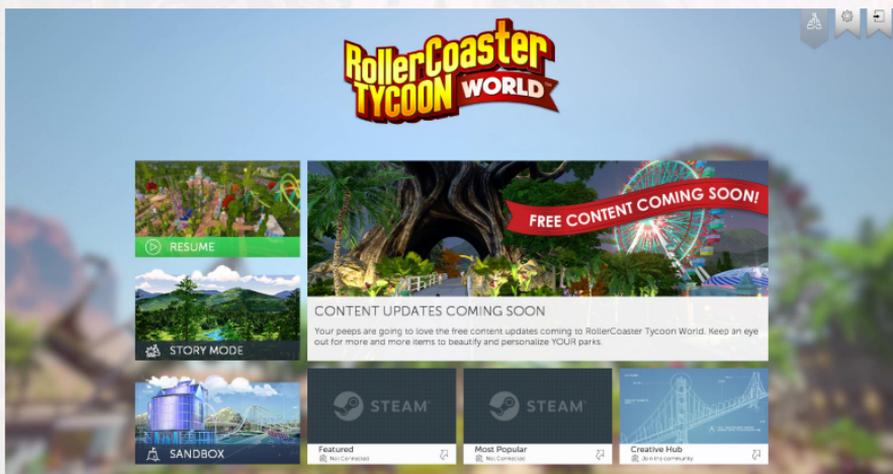
Save your progress at any time by clicking on the SAVE button found directly in the Pause Menu. When saving during a Sandbox game, you can confirm the name of your game save then click the SAVE button. Note that when saving during a Mission of the Story Mode, the name of the game save is already chosen, only the SAVE option is available.

Load functionality is available both in the Main Menu and the Pause Menu.

To load a game saved during a Story Mode Mission, click on the Story Mode button in the Main Menu and then on the LOAD button displayed on the Mission icon.

To load a Sandbox game save, click on the Sandbox button in the Main Menu, select a game from the list and then click the LOAD button.

To load a saved game while playing, click the LOAD button found in the Pause Menu and follow the same steps. Note that only Sandbox game saves can be loaded from the Pause Menu.



## Main Menu

### PLAY

This button will only appear the first time the game is launched. Use this button to go into the very first Mission that teaches you the basics.

### RESUME

This button will only appear after a game has been saved. Use this button to load the most recent saved game.

### STORY MODE

Each Mission gives you a Main Objective and 3 levels of optional challenges: Apprentice, Master and Tycoon. When you first start RollerCoaster Tycoon World, only the first Mission is available. To unlock new ones, you must complete at least the Main Objective of the previous one. When completing optional challenges, you will be rewarded with Tycoon Credits which you can spend to unlock all kinds of items such as new scenery objects, Piece-by-Piece Packs, Blueprints, and more. Completing the more difficult challenges will reward you with more Tycoon Credits.

### SANDBOX

Create the crowning achievement of amusement parks with all the items you unlocked during the Story Mode! Choose from three environments available: Island, Canyon, and Forest. And for even more freedom, activate the Unlimited Mode to unlock all the items and to gain access to infinite money!

## CREATIVE HUB

Players can share content with friends or the RollerCoaster Tycoon World community. Share your creations or download the ones created by your friends! You can find Coaster and Piece-by-Piece blueprints, maps, screenshots, even UGC (User-Generated Content).

## OPTIONS

Adjust various game options and settings. Players can also access the Options in the Pause Menu while playing the game.

## QUIT

Quit RollerCoaster Tycoon World.



# Game Controls

**PLEASE NOTE:** These default controls represent the way the user controls the camera outside of any special editing mode. Editing modes may change some of these controls, as described in each section below. Any controls that are not specifically changed by an editing mode remain as described in the default controls.

## Default Controls : Keyboard & Mouse Input

### General:

- Left Mouse Click: Use / Place / Select item or object.
- Right Mouse Click: Cancel the current action.
- ESC: Exit out of the current menu / tool or open Pause Menu.

### Camera Movement:

- W** or **Up Arrow**: Move camera forward.
- S** or **Down Arrow**: Move camera backward.
- A** or **Left Arrow**: Move camera left.
- D** or **Right Arrow**: Move camera right.
- Move Mouse Cursor to the screen edges: Move camera forward, backward, left and right. This option can be turned on in the Options menu.

### Camera Rotation:

- Hold **Middle Mouse Button** + Move **Mouse Cursor**: Rotate camera around a center point in the view.
- Q**: Rotate camera left around a center point in the view.
- E**: Rotate camera right around a center point in the view.
- Page up**: Tilt camera up.
- Page down**: Tilt camera down.

### Camera Zoom:

- Z**: Zoom in camera.
- X**: Zoom out camera.
- Mouse Wheel Up & Down**: Zoom in and out.

## Object Manipulation:

Hold **Shift + Mouse Wheel Up & Down** (or **-** and **=**): Increase and decrease elevation / rotation of object.

**1/2/3/4**: Change the current Manipulation Mode. Each placement context gives you up to 4 keys to switch between elevation / twist rotation / yaw rotation / pitch rotation.

## Time:

**Space Bar**: Pause / resume game speed.

**Tab** and **Shift-Tab**: Cycle through the game speeds.

## Shortcuts:

**M**: Toggle the Move tool on / off.

**B**: Toggle the Bulldoze tool on / off.

**G**: Toggle the Grid Snapping on / off.

**N**: Toggle the Alignment Guides on / off.

**L**: Toggle the Angle/Elevation Snapping on / off.

**T**: Toggle the Auto-Stacking on / off.

**F**: Toggle the Free Camera on / off.

**H**: Toggle the HUD visibility on / off.

**F12**: Steam Screenshot



## Trackpad:

**Tap or normal Click** = Select (left mouse button)

**Drag finger** = Move cursor

**2-finger tap or Right Click** = Cancel (right-mouse button)

**2-finger drag up and down** = Camera zoom in and out (Mouse Scroll Wheel)

**Hold CTRL + drag finger** = When playing with a trackpad, holding **Ctrl** and drag finger to rotate the camera (simulates a Mouse Middle Click)

## Coaster Builder Controls: Keyboard & Mouse Inputs:

### Mouse inputs:

**Left Mouse Click** = Select a node / segment or place the already selected node

**Right Mouse Click** = Cancel current node selection or segment selection

**Shift + Mouse Scroll Wheel Up / Down (or - / =)** : increase / decrease node elevation (Manipulation Mode 1) or rotate clockwise / counter clockwise the node on the current axis (Manipulation Mode 2/3/4)

### Keyboard Inputs:

**1** = Change the Manipulation Mode to node **elevation** (Manipulation Mode 1)

**2** = Change the Manipulation Mode to node **twist** rotation (Manipulation Mode 2)

**3** = Change the Manipulation Mode to node **pitch** rotation (Manipulation Mode 3)

**4** = Change the Manipulation Mode to node **yaw** rotation (Manipulation Mode 4)

**Delete** = delete the selected node or segment

### Coaster Track Color selection:

**1** = Select the track

**2** = Select the frame

**3** = Select the supports

## Object Placement Controls: Keyboard & Mouse Inputs

### Keyboard Inputs

- 1 = Change the Manipulation Mode to object rotation
- 2 = Change the Manipulation Mode to object elevation

### Mouse Inputs

**Shift + Mouse Scroll Wheel Up / Down (or - / =)** : rotate clockwise / counter clockwise the node on the current axis (Manipulation Mode 1) or increase / decrease node elevation (Manipulation Mode 1)

## Path Construction Controls: Keyboard & Mouse Inputs

### Mouse Inputs

**Shift + Mouse Scroll Wheel Up / Down (or - / =)** : increase / decrease the path elevation.

**NOTE:** The 1 and 2 keys do **NOT** change the behavior of the Shift + Mouse Wheel. At all times during Path Construction the Shift + Mouse Wheel increases/decreases the current elevation of the path.

## Steam Controls:



### STEAM CONTROLLER LAYOUT (MOUSE EMULATION)



## Cameras

### Park Camera

The Park Camera is the default camera. This view gives the player an overview of the entire park with very smooth articulation.

### Free Camera

The Free Camera can be accessed at anytime in the game by clicking on the Free Camera button or pressing the F key. This camera can easily look up at any angle.

## Ride Camera

The Ride Camera is available on any one of the Coasters and Flat Rides. The player experiences the rides that they create throughout the park. The camera will even shake with the effects of G-force on the ride when inside a RollerCoaster.

## Peeps Camera

This is the complete view from the peep's perspective. The player can experience the park from the customer's view.

# Story Mode

The Story Mode is where the player learns everything they need to know about how to build a park in RollerCoaster Tycoon World, and test their skills in harder and harder challenges. It's also where players can earn Tycoon Credits to unlock their favorite rides, shops, scenery, and more.

If a player has picked "Story Mode" to start a new game they will be brought to the story mode screen, starting in the Frolicking Forest environment.

Each environment features 10 maps, each of which must be completed before the next map unlocks. Once the player has completed all 10 in the first environment, the next environment unlocks as well.

The player can mouse over any available Mission to view a short description, see the status of secondary objectives, and click "Start" to begin a new game.

If the player has already been playing a Mission, the text on mouseover will instead display "Load". Clicking this button will load the player's last saved game in this mission.

Next to "Load" there is a gray + sign, which displays the tooltip "New" on mouseover. If clicked, the "Load" button changes to display "New" - clicking this button will start a new game in this Mission. The + sign will turn into an X displaying "Back" on mouseover- clicking this will back out, and a new game will not be started.

Player Objectives - A panel will appear with different objectives as a progress icon is displayed. As players complete objectives a checked icon will be displayed and then disappear as a new objective will become available. Try to keep your park earning money and make your customers happy!

The larger the park, the more peeps to satisfy and the more rides to inspect.

There are three secondary objectives also available in each Story Mode Mission. Completing these will grant you Tycoon Credits, which you can spend to unlock rides, shops, scenery, and more.

## Fame Events

As your park grows, you will have Influencers who come to visit your park! Once this happens, your park's guest count is capped until you can satisfy the Influencer. Influencers will have different demands that you will need to make sure you can satisfy, so keep an eye on what they want from your park!

If you succeed, your Influencer will praise you, and new visitors will flood to your park.

If you fail, your Influencer will express their disappointment- your guest count will remain capped, and disappointed guests will also leave your park.

Make sure you keep those Influencers happy!

# Building Your Park

## Scenery

Plants and decorations can be placed throughout the park to help embellish the park and enhance the park goers experience.

There are multiple kinds of sceneries in RollerCoaster Tycoon World, including:

Path Posts and Path Scenery: benches, picnic tables, lamp posts, signs, trash cans, and other objects placed on the edge of the path.

Décor: various effects and spotlights

Hedges, plants and trees: topiaries, bushes, flowers, plants and trees of all sizes.

The scenery items are spread across the 4 themes:

Generic

Adventure

Sci-Fi

Western

Scenery items that are placed close to rides will increase that ride's excitement. Themed scenery pieces will also contribute their theme to the ride, making it more attractive to peeps who like that theme! Scenery Stats only affect rides if the scenery is placed within the Scenery Radius of the ride.

An item will glow "red" if the player is unable to place the scenery asset for any reason. The player will be charged for the item's cost immediately after it is placed.

## Shop Systems

Keep your peeps happy in RollerCoaster Tycoon World with **Food Shops, Souvenir Shops, Bathrooms, and Information Kiosks**. Restaurants come in **7** main varieties, serving different kinds of cuisine:

All American

Asian

Italian

Healthy

Sweets & Candy

Mexican

Drinks & Snacks

The Shop Finances and Customer Satisfaction is provided through a stats menu where the player can see the shop's profit and loss as well as customer opinions. The stats include:

Income / Hour

Running Cost / Hour

Profit / Hour

Total Profit

Customers / Hour

Popularity %

Satisfaction%

Total Customers

How many peeps have this shop marked as their favorite.

Build Date

Customer Thoughts



## Terrain Deformation

Players can deform the terrain to create hills, mountains, canyons or any topographical feature they desire. Textures can also be applied to give the park surroundings an authentic look. RollerCoaster Tycoon World includes **3** environments: **Canyon**, **Island**, and **Forest** (Deluxe Edition includes 2 additional maps: **Lake** and **Egypt**) with **4** types of textures: **Rocks**, **Grass**, **Sand**, and **Mud**.

Just select the Terrain tab to begin shaping the landscape.



## Finance Systems

In RollerCoaster Tycoon World one of the measures of success for the park is the amount of money it makes. A complex system is in place to track Revenues, Expenses, and Loans. This system can be viewed and tracked through Activity, Theme, and Rides.

Loans exist to allow a cash-strapped player some immediate cash flow at the expense of a repayment over time. The game provides 3 loan amounts: \$10,000, \$50,000, and \$100,000. Market your park to boost Park Appeal and Attractiveness, increasing the overall rate of guests that attend.

## Heat Maps

Heat Maps are a 3D visualization of the Park and the Coasters data that is best displayed spatially to understand certain measurements. This feature is easier to understand than a traditional graph, chart, and game statistics. The following park data is displayed in Heat Map form:

**Park Income**

**Peep Density\***

**Average Spend/Peep\***

**Happiness\***

**Theme Concentration**

**\*Filtered by Peep Demographics**

This information can be viewed in real-time with park updates regularly through the course of the game.

This feature can also be found with **Coaster Data Heat Maps** measuring the following:

**Excitement  
Intensity**

**Nausea  
Safety  
Velocity**

**Vertical G's  
Lateral G's**



## Park Services

Build each Park Service building to provide staff for the park. Players can upgrade their smaller less efficient buildings, replacing them with larger ones, providing a larger staff.

There are **4** types of service buildings a park should have:

**Medical** - Healing injured peeps

**Janitorial** - Waste removal from paths, emptying trash bins and cleaning lavatories

**Mechanical** - Inspecting Rides and Fixing Ride Breakdowns

**Entertainment** - When Peeps get bored, they need to be entertained

Players can focus their employee's attention in certain areas by building Patrol Areas.

To build a Patrol Area, players simply click "New Patrol" at the bottom of the Patrol Areas tab in the Employee Building info panel.

To assign an employee to a Patrol Area, pick them up and drop them into it.

To remove an employee from all Patrol Areas, and return them to free roam, pick them up and drop them on their Employee Building.

## Paths

Agents traverse the park on paths. This is the "road system" for your RollerCoaster Tycoon World. All shops, coaster queues / exits, and service buildings must be placed adjacent or connected directly to a path.

Scenery objects snap to the exterior and interior of paths if the snapping toggle is disabled (**N key**)

There are **3** path sizes: **1x wide**, **2x wide**, **4x wide**, and **Queues**.

Players can create: Straight Paths, Curved Paths, Freeform Paths. Creating paths will cost the player money depending on the type and size of path that's picked.

**NOTE:** A path cannot be added over an object and on too steep of a slope. If a path cannot be added it displays in red and a visual will appear to help the player understand why.

**NOTE:** A player cannot edit terrain where a path is. If the Terrain tool is used over the path, only the terrain surrounding the path will be affected.

### Tools for paths:

**Straight** - Draw sections of paths in straight lines by choosing the start and end points

**Curved** - Left mouse click makes a point which is used as a tangent for a curve in the road and the second click will build the road

**Enlarge Path** - Change the width of the path using the presets (1 to 4)

## Ride Systems

Ride systems fall into two primary categories:

**Flat Rides** - Flat Rides are pre-built attractions with pre-made animations. All flat rides operate similarly, though their wide range of stats can cause them to affect peeps in very different ways. Flat rides range in intensity from the gentlest options available to moderately high intensity. There are 3 classifications for flat rides: Junior, Family, and Thrill.

**Coasters** - Coasters are fast moving rides with cars that follow steel or wooden tracks. All coasters operate similarly, though their stats can cause them to affect peeps in different ways. Coasters range in intensity from moderate to very high.



Each ride features **4** basic stats that define how peeps experience the ride:

**Excitement** - The higher the better.

**Intensity** - This is measured through coaster speed, inversions, lateral G's, and high vertical.

**Nausea** - Drops, quick changes in direction, lateral G's affect nausea.

**Safety** - Peep will avoid rides with lower safety ratings.

**NOTE:** Scenery can increase a ride's Excitement. When a player places scenery in their park, each ride has a visual display showing the Scenery Radius for that particular ride. This tool helps the player make a decision about the optimal placement of scenery items.

Each ride falls under one of four themes:

**Generic** – No theme. Generic flat rides can accept theming from scenery placed within their Scenery Radius.

**Adventure** – Central American cultures, and Adventurers. Adventure rides can have their Theme boosted by the placement of Adventure themed scenery within their Scenery Radius.

**Sci-Fi** – Space ships, robots, and lasers. Sci-Fi rides can have their Theme boosted by the placement of Sci-Fi themed scenery within their Scenery Radius.

**Western** – Cowboys, cattle, and gold rushes. Western rides can have their Theme boosted by the placement of Western themed scenery within their Scenery Radius.

Every ride is measured by the following financial stats:

**Ticket Price** – The cost for a ticket to this ride.

**Build Cost** – The cost to build this ride.

**Running Cost** – How much it costs to run this ride on a per month basis.



## Coaster Builder

In this mode the player can create RollerCoasters with all kinds of custom loops and shapes. When creating a new RollerCoaster from scratch, the following steps are used:

Choose and place your station.

Create the track by clicking in the environment to create new nodes, or use the more traditional Segment Mode.

Add Specialty Pieces if needed.

Add Chains, Boosters or Brakes.

Change the number of cars and customize their colors.

Customize the colors of the track and the supports.

Launch a test and watch the results on a Heat Map displayed all along the track. Fine tune the track for better results.

Open to the public.

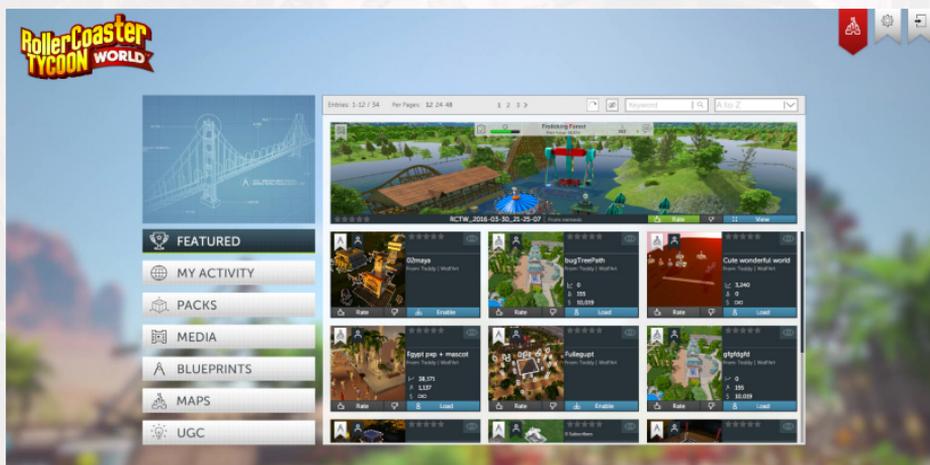
Players have the option to use multiple trains for a single RollerCoaster, thanks to the use of Brake Systems. The function of Brake Systems is to slow the train down to a precise Safe Speed (e.g. 5 km/h), then stay at this constant speed until it reaches the end of the Block Brakes, called the Stop Point. If the train is below the Safe Speed (e.g. 1 km/h) when entering the Block Brakes, the train speeds up to reach the Safe Speed (5 km/h). When all trains are stopped at a Stop Point, all trains start moving again gradually to the Safe Speed to exit out of the Block Brakes.

If you are happy with your Coaster creation, simply click on the Save Blueprint button in the TEST tab to keep the Coaster as a Blueprint.

## Sandbox Mode

Throw caution to the wind and cast off all the constraints of the ordinary Story Mode. Now you can create the crowning achievement of amusement parks with all the items you unlocked during the Story Mode!

For even more freedom, activate the Unlimited Mode to unlock all the items and to gain access to infinite money! Experiment to your heart's content with any aspect of the game. . If you want a completely blank canvas without any terrain modification or pre-placed scenery, consider checking the "Flatland" check box!



## User-Generated Content

In RollerCoaster Tycoon World the Creative Hub lets users enable or disable User-Generated Content (UGC) during the game.

Team RCTW is implementing robust UGC tools for use in RollerCoaster Tycoon World. These tools will allow you, our most creative tycoons, to build your very own custom scenery and peeps and import them directly into the game. The process is simple:

- 1) Get yourself a graphics program! You can create UGC using any Unity 5-compatible 3D modeling tool, including Max, Maya, Blender, Cinema4D, Modo, Lightwave and Cheeta3D. Simply export as a .MAX, .MB, or .MA file. The full list of compatible programs can be found here: <http://docs.unity3d.com/Manual/3D-formats.html>.
- 2) Load the model in Unity 5, make sure to use Unity 5.3.5p7.
- 3) Import it into the game! In no time, you'll be able to see your glorious creations side-by-side with the ones our artists have cooked up. This plugin connects directly with Unity 5 and validates that the model meets all specifications required to work within the game. It will convert it into a format readable by RCTW.

## Quit Mode

Assets can be generated from external programs such as Maya 3D or 3D Studio Max. Once the item is validated through a Unity 3D tool it is ready to use in the RollerCoaster Tycoon World game.

**Steam Workshop** is a content location for the RollerCoaster Tycoon World community to share generated content

Players can visit the **Steam Workshop** to browse and download any mods or content (blueprint) add-ons they desire for free! Social Hub / User Generated Content

RollerCoaster Tycoon World offers a single player experience, a shared experience with just selected friends or an experience sharing with friends and the RollerCoaster Tycoon World community.

**Single Player** - I play alone, I build, I create, I decorate. I create screenshots, and videos

**Friends** - Notify my friends, chat while playing, view their KPI and achievements

**Friends and Community** - Use social tools such as Steam and Steam Workshop to share your RCTW experiences including screenshots and more advanced UGC. Using Steam UX is good, but in game integration is preferred when possible.

Players can share: Screen shots, videos, coaster blueprints, saved game files & KPI, custom maps, and scenery items. If shared, the content will be stored on the Steam Cloud and it will be accessible to Friends (sharing with the community requires uploading to **Steam Workshop**)

## Customer Service

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