

4 The Rides

Rides make up the bread and butter of your park. Without rides, all you've got is a chunk of land with some paths and Food Stalls. But don't forget that the rides in the *RollerCoaster Tycoon* game do more than amuse park patrons. These machines can make you money, and like any machines, they need tuning and adjusting to keep them running smoothly.

All rides begin with the New Rides & Attractions button on the main toolbar. We'll start with Gentle Rides because we look at Transport Rides in a different section.

Once you select your ride from the choices under a tab, click on the Build This button to open the Ride Construction Window. Select the ride you'd like to build and left-click.



As you move the cursor over your landscape, you'll see the ride's overall footprint on the terrain. Find a clear spot and left-click to place it. That's it. Now, let's look at some choices.



NOTE

If you get the message that a tree or footpath sits in the way of your ride, move the cursor directly over the tree or footpath and right-click to remove it. You'll pay \$10 to remove a tree but earn \$10 to remove a footpath section.

Gentle Rides

Not everyone looks for a high-intensity, stomach-churning adventure. Many of your guests prefer Gentle Rides. They can generate a fair amount of income in a new park and then, as the park matures, act as goodwill rides. When this becomes the case, it generally means that these rides are not big money makers for you and that you should consider either dropping their admission prices or eliminating them altogether. Your guests will appreciate it.

Gentle Rides can also pay huge benefits in rainy weather because many have roofs. You can also build some Gentle Rides completely indoors, away from the precipitation.

In general, try to cluster a few Gentle Rides near the front entrance, then evenly space them throughout the remainder of your park. If you don't space the rides well, weak-kneed guests will complain that everything in your park looks too intense.

Also, feel free to place Food Stalls near the exits of mild rides. Very few guests get sick on the Merry-Go-Round, and the music of some of the Gentle Rides makes your guests happy, which encourages them to spend money.

NOTE

As you read the ride descriptions, keep in mind that the Excitement, Intensity, and Nausea Ratings are approximate, since placement and other factors may affect each rating individually. Similarly, if a ride is customizable, the Ratings will be expressed as Low, Medium, or High, since the actual numbers will vary.

Bumper Cars

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

Notes: A venerable crowd-pleaser, the Bumper Cars ride possesses two distinct advantages for your park: It plays music, which makes guests happy, and it operates indoors, which allows guests to ride during a rainstorm.

Car Ride

Cost: \$540+
Riders: Variable
Running Cost Per Hour: \$155.20 for Mini-Cars. Can be more or less depending on track shape and size
Excitement: 2.95 (All ratings calculated for Mini-Cars and will change as you alternate the type of car used on the ride.)
Intensity: 0.65
Nausea: 0.04
Customizable: Yes

Notes: An easy ride for players who want to build their own ride out of the starting gate. Start with at least four station platform tiles. Use more if you want your track to hold more cars. Plan on adding two cars for every station platform tile.



From the beginning of the ride, give your guests a nice, long stretch of straight, fast track to accelerate so they can build up a little speed before going into the rest of the ride. Remember to change your cars over the life of your ride. Your choices include racing cars, sports cars, and trucks.

TIP

When changing cars on the Car Ride, click the Pause button, then click the Stop button in the Ride Window. After that, change your vehicles and resume play. If you stop a ride without stopping the ROLLERCOASTER TYCOON game, your queue will head elsewhere.

Ferris Wheel

Cost: \$450
Riders: 32
Running Cost Per Hour: \$49.60
Excitement: 1.42
Intensity: 0.50
Nausea: 0.55
Customizable: No

Notes: A workhorse of a ride. Guests enjoy the Ferris Wheel most when it doesn't cost anything. If you charge as little as \$1.50 to ride it, you'll hear complaints from day one. Set the price at "free," and let your guests enjoy themselves.

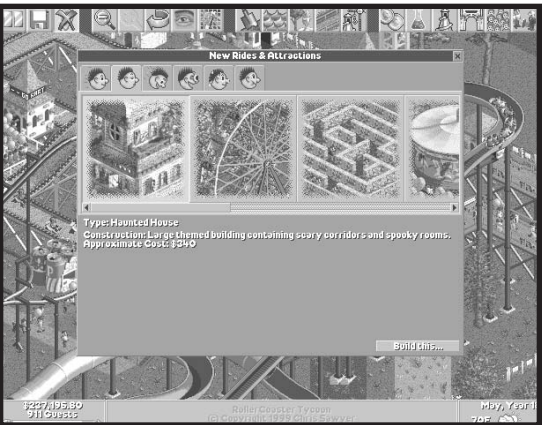
You can add a little excitement to the Ferris Wheel by placing it on a scenic outlook. This allows your guests to see a long distance from the top of the ride.



Haunted House

Cost: \$340
Riders: 15
Running Cost Per Hour: \$49.60
Excitement: 2.45
Intensity: 0.93
Nausea: 0.10
Customizable: No

Notes: Like they will with other Gentle Rides, guests will pay to get into the Haunted House when the park first opens. As your park ages, however, guests will stop visiting, even going so far as to complain about a measly \$0.50 entrance fee by Year Two. As soon as you see complaints about the price of admission to the Haunted House, make it a freebie for your guests. Otherwise, it will truly become an empty, haunted house.



Hedge Maze

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

Notes: Fun year-round. Bump up the excitement and intensity a little by adding twists and turns.



Merry-Go-Round

Cost: \$460
Riders: 16
Running Cost Per Hour: \$49.60
Excitement: 1.30
Intensity: 0.60
Nausea: 0.75
Customizable: No

Notes: No amusement park, including yours, feels complete without one of these traditional rides. Like the Bumper Cars, the Merry-Go-Round operates indoors, so guests will flock to it during a rainstorm. Also, guests can hear its cheery melodies throughout the park and remain in a happy mood.

A word of warning for your Mechanics: By the second or third year of use, a Merry-Go-Round's age catches up with it. The number of breakdowns will increase, leading to a Reliability Rating between 50 percent and 60 percent by Year Five unless you replace the ride. You may want to replace your Merry-Go-Round by the time your park celebrates its fifth anniversary.



Observation Tower

Cost: \$592+ (for a tower of appreciable height)
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

Notes: A nice, gentle ride that will thrill your guests by offering them panoramic views of your park. You'll find the Observation



Tower a bargain if you keep it low to the ground. If you start reaching for the stars, however, get ready to shell out the cash. Each segment costs \$18, and the base begins at around \$150 if built on flat ground. Also, remember that construction regulations only allow you to build a tower a maximum of 60 feet above ground level.

Building a tower will serve several purposes in your park. Guests won't get lost as frequently, and the tower will give them somewhere to go when it rains.

Slide

Cost: \$330
Riders: 5 maximum
Running Cost Per Hour: \$49.60
Excitement: 1.95
Intensity: 1.40
Nausea: 0.90
Customizable: No

Notes: A favorite for the kids, the Slide is your playground favorite adapted for a big-time amusement park. Crowds like this one when it's free, but the Slide will stand empty if you charge more than about \$1 per admission.

In order to keep the aging Slide popular and your guests happy, switch the option to Unlimited Rides Per Admission. That will boost your Slide up by about 20 percent in popularity among your guests.



Space Rings

Cost: \$288
Riders: 4 maximum
Running Cost Per Hour: \$49.60
Excitement: 1.76
Intensity: 2.10
Nausea: 6.50
Customizable: No



Notes: Note the high Nausea Rating. You'll need benches and Bathrooms at the exit for your green-faced guests.

Circus Show

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

Notes: Listen for the seals barking and the lions roaring. A popular crowd pleaser that attracts guests when it's raining.



Crooked House

Cost: \$250
Riders: 5
Running Cost Per Hour: \$28.80
Excitement: 2.15
Intensity: 0.62
Nausea: 0.34
Customizable: No

Notes: Another indoor attraction that will be popular with your guests when it rains.



Cycle Railway

Cost: \$450+
Riders: Variable, 12 maximum
Running Cost Per Hour: Variable
Excitement: Low
Intensity: Low



Nausea: Low
Customizable: Yes

Notes: A tamer version of the Cycle Monorail, the Cycle Railway remains on the ground with no thrills aside from turns on the track.

Mini Golf

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

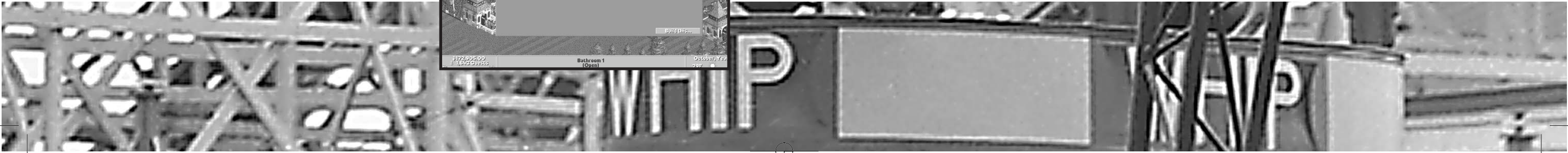
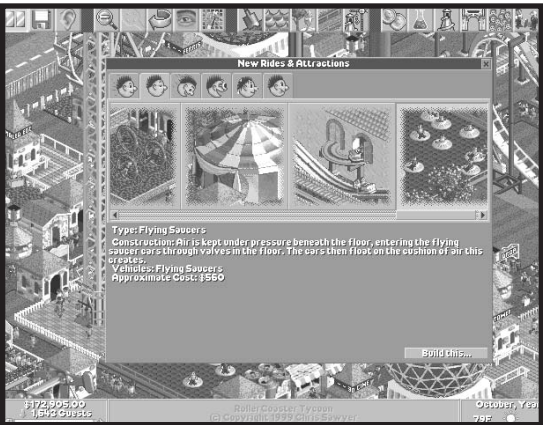
Notes: If you make your Mini Golf course too long, guests will quickly get bored while those in line will get antsy. Try to limit yourself to six holes, alternating between the four varieties that are offered.



Flying Saucers

Cost: \$560
Riders: Maximum of 12
Running Cost Per Hour: \$148.80
Excitement: 3.80
Intensity: 0.85
Nausea: 0.39
Customizable: No

Notes: A very popular Gentle Ride, although it loses its novelty with your guests quickly.



Cycle Monorail

Cost: \$540+

Riders: Variable

Running Cost Per Hour: Variable

Excitement: Low to medium

Intensity: Low

Nausea: Low

Customizable: Yes

Notes: Incline and decline sections of track are available. Use this ride to show your guests around the park.



Ghost Train

Cost: \$570+

Riders: Variable

Running Cost (Per Hour): Variable

Excitement: Medium

Intensity: Low to Medium

Nausea: Low

Customizable: Yes

Notes: Be sure to enclose at least the majority of your Ghost Train to make it popular during rainstorms. Also, remember that there's a reason this ride is in the Gentle category. Keep the drops to an absolute minimum as too steep a hill can send your Train cars flying off the track.



Thrill Rides

Time to begin separating the men from the boys. Or at least separating those with strong constitutions from those without.

Thrill Rides, while less exciting and intense than basic Roller Coasters, do offer some intensity for guests who absolutely will not ride your Coasters. So place benches and Bathrooms near the exits of the rides because some guests will find

them a little *too* intense. This also works in the opposite direction: Place a few Thrill Rides between your Gentle Rides and your Coasters. Many guests will build up their courage as they move farther into your park.

A note of caution: Keep a very close eye on your Thrill Rides after you build them. They lose their novelty within six to eight months, and at that point you must lower or drop the admission price.

In addition, many Thrill Rides have very intensive mechanical workings prone to frequent breakdowns as they age, resulting in lowered reliability and increased Down Time. If you get attached to your Thrill Rides, start thinking of replacing them by Year Three. If you don't mind making changes, trash them and build better rides on the land you opened up.

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

Notes: The indoor 3D Cinema will serve as a haven for your rain-dodging guests. Take advantage of all three movies the cinema can show: *Mouse Tails*, *Storm Chasers*, and *Space Raiders*.

Changing movies can affect how many guests the attraction will handle in an hour because the movies have slightly different running times. The 3D Cinema attracts a lot of guests and can make you a lot of money if you charge a small admission fee.

Note that each film has its own rating for Excitement, Intensity, and Nausea. However, none of the ratings fall outside of the medium range, so don't worry too much about ride-exit cleanliness.

