

## Go-Karts

Cost: \$920+

Riders: Variable, set by player

Running Cost Per Hour:

Excitement: High, depending on track

Intensity: Under 3.5

Nausea: Low

Customizable: Yes

Notes: The *RollerCoaster Tycoon* game starts you with two Go-Kart tracks, the Figure 8 Track and the Mega Track, but you'll want to build right away. You'll find that Go-Karts are both one of the easiest rides to customize and will rival your Roller Coasters in popularity.

When you build a custom track, start with at least four station platform tiles before beginning your course. Karts start and stop at the station platform, so the more tiles you use, the more Karts will eventually fit on your course, up to a maximum of 12 Karts at a station platform seven tiles long. You can make your station longer than seven tiles, but Karts must drive slower in the station area, so you needlessly slow your ride (and lower the capacity of the ride) by lengthening your station past seven tiles.

### NOTE

Go-Karts are customizable, and therefore do not have steady Excitement, Intensity, and Nausea Ratings. The ratings then are noted generally as High or Low.

From the platform, give your guests a long straightaway to build up some speed, then let your imagination run wild. Safety guidelines won't let you build your track higher than 29 feet above the ground, but you shouldn't find that a problem—not too many guests feel happy when Go-Karts whiz by high above their heads. In the same vein, don't design more than one large incline for your course. These are Go-Karts, after all. Their engines slow considerably on an incline, which will gradually erode your guests' enjoyment of the ride and make them tired.



### TIP

A longer ride means a higher Excitement Rating. However, it also means fewer riders per hour. Find a balance between high excitement and a good number of riders per hour to maximize profits.

Once you master the art of tunneling with your rides, add tunnels to your Go-Kart course. They will add to the ride's excitement as well as look neat from your perspective.

### TIP

This instruction applies to all custom rides: If you build in a theme, make sure you maintain that theme so your guests can see it from their Karts. Sudden theme changes are no fun.

Finally, to increase the Excitement Rating of your Go-Karts, select Race Mode from the Operation Options and add trees or walls to block guests' view as they drive.

### TIP

When you set the Go-Karts to Race Mode, keep the number of laps low, otherwise guests in line will become bored and start to leave.

## Gravitron

Cost: \$580

Riders: 8

Running Cost Per Hour: \$49.50

Excitement: 2.10

Intensity: 4.80

Nausea: 5.74

Customizable: No

Notes: If ever a ride was designed to separate your guests from their stomach contents, this is it. You won't need any tricks





or tweaks with the Gravitron. Just make sure you have plenty of benches near the exit. Even your stoutest guests will probably feel a little green after this bad boy.

### Motion Simulator

Cost: \$440  
Riders: 8  
Running Cost Per Hour: \$49.60  
Excitement: 2.90 (*Avenging Aviators*),  
3.23 (*Thrill Riders*)  
Intensity: 3.5 (*Avenging Aviators*),  
4.1 (*Thrill Riders*)  
Nausea: 3.0 (*Avenging Aviators*),  
3.3 (*Thrill Riders*)  
Customizable: No

Notes: Your guests will flock to this indoor ride when it begins to rain, even if they must stand in line for a while before getting inside. A few guests will ditch this ride for a gentler indoor ride, though, so don't be put off if guests walk up to the entrance only to turn and walk away.

### Scrambled Eggs

Approximate cost: \$360  
Riders: 18  
Running Cost Per Hour: \$49.60  
Excitement: 1.79  
Intensity: 1.27  
Nausea: 2.50  
Customizable: No  
Notes: Despite its misleadingly low Nausea Rating, guests do get sick after Scrambled Eggs. Have benches, Bathrooms, and trash-cans at the ready. In addition, Scrambled Eggs becomes notoriously undependable as it gets older, with a Reliability Rating between 50 percent and 60 percent by Year Four. If you really like your Scrambled Eggs, then hold onto it and make



your Mechanic happy. Otherwise, replace your aging one with a new Scrambled Eggs or build a new ride on the spot as the years go by.

### Swinging Ship

Cost: \$387  
Riders: 16  
Running Cost Per Hour: \$49.60  
Excitement: 2.25 (Ratings based on seven swings)  
Intensity: 2.45  
Nausea: 2.51  
Customizable: No

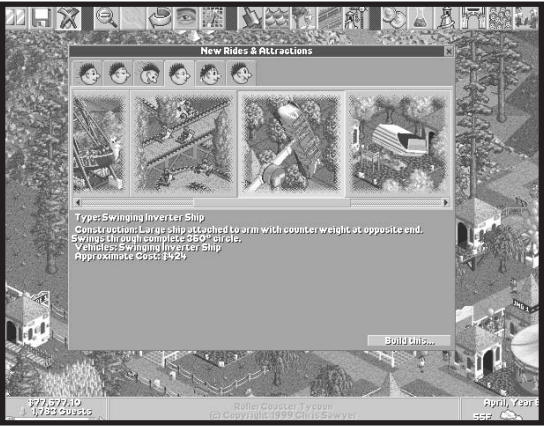
Notes: Keep an eye on how many swings you choose. Not only will more swings keep your guests queued for a longer period of time, but it will also increase the ride's Nausea Rating. That could cause a mess by the exit if you don't place benches and Bathrooms there. Your best bet: Keep the number of swings at a moderate level. Around 10 should satisfy both the hard-core thrill seekers and guests who prefer Gentle Rides.



### Swinging Inverter

Approximate cost: \$424  
Riders: 12  
Running Cost Per Hour: \$49.60  
Excitement: 3.59  
Intensity: 4.68  
Nausea: 4.72  
Customizable: No

Notes: A more intense (and nauseating) version of the Swinging Ship, the Swinging Inverter is a ride that definitely needs a few benches at its exit. As with the ship, keep the number of swings in the ballpark of 10 and slightly under to keep the queue moving quickly.





# Whoa Belly

Approximate cost: \$800

Riders: 8

Running Cost Per Hour: \$59.20

Excitement: 2.65 (Ratings calculated for 60-foot tower with an 83-mph takeoff)

Intensity: 10.65

Nausea: 6.05

Customizable: Yes

Notes: Whoa Belly is a combination between the Observation Tower and the Shuttle Loop Steel Roller Coaster. So you must balance your tower's height with your vertical launch speed, which can range between 22 and 90 miles per hour. Just like the Observation Tower, you can crank the Whoa Belly tower up to 60 feet from ground level. But at that height, it will take a launch speed near 80 miles per hour to get the riders to the top of the tower.

This brings up an important point. Just because you can do it, should you? Check the statistics for the Whoa Belly tower given above. Intensity of 10.65 seems extreme, appealing to only about 1 percent of your Coaster-riding crowd. At the same time, a Nausea Rating of 6.05 will make all but the most stable of stomachs give up their contents. You should build your Whoa Belly to thrill the largest number of people, not just the Navy pilots who happen to visit your park that day. Try to keep your ratings at or near those of a popular Coaster, and you'll do fine.

For the truly morbid, the Whoa Belly provides some of the more spectacular crashes the *RollerCoaster Tycoon* game has to offer, second only to those engineered using the Shuttle Loop. When you combine too much speed and too little tower, the Whoa Belly car tries to fly and fails miserably.



# Roto Drop

Cost: \$880+

Riders: 16

Running Cost Per Hour: \$59.20

Excitement: Medium to High

Intensity: High to Very High

Nausea: High

Customizable: Yes

Notes: The higher you build, the more the car spins on its way up, and the more nauseous your guests become. Reach for the sky with caution.



# The Enterprise

Cost: \$800

Riders: 16

Running Cost Per Hour: \$49.60

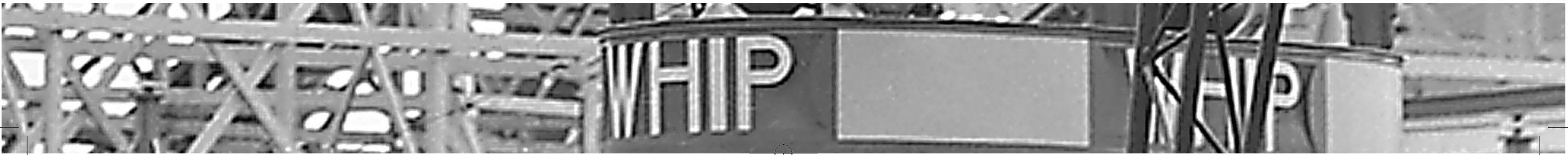
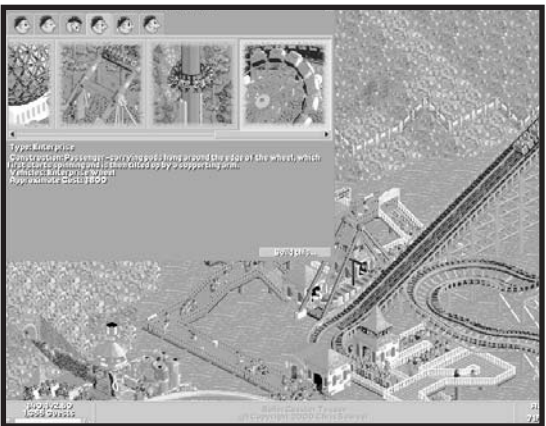
Excitement: 3.72 (Ratings based on 12 rotations)

Intensity: 6.47

Nausea: 7.64

Customizable: No

Notes: The Enterprise is one of the most intense thrill rides you can build. While the mere sight of this attraction will turn some of your guests away, customers seeking a more thrilling experience will flock to it. Alter the number of rotations the ride makes (10–20) to adjust the ratings, but don't expect any drastic changes. As with other nausea-inducing rides, place benches near the exit to give your guests a chance to recover. Also, have a Handyman patrol the paths surrounding the ride frequently. Overall, The Enterprise is a great, cost-effective choice to placate the thrill seekers when your budget won't allow a new coaster.





# Water Rides

Your guests will flock to the Water Rides during the summer months, but these always-popular attractions can still draw crowds in autumn and spring, too. You can use your calmer, milder Water Rides as an opportunity to showcase exciting parts of your park. But you must also give your guests a long enough ride so they feel that they get a good value.

While the Boat Hire ride looks like a Gentle Ride, the rest of the Water Rides feel like a hybrid between Roller Coasters and Thrill Rides. These Water Rides can rival Coasters in terms of excitement and intensity. When you build Water Rides, remember that they use slightly different statistics than your other rides.

Finally, when you create a custom Water Ride, especially the Boat Hire, always make your station platform as large as possible. That allows you to add more boats to the ride and prevents your queue from growing like a weed, filled with guests who wait for ages to get on the ride.

## NOTE

Water Rides, like some other rides we've looked at, are customizable. Because the ratings for Excitement, Intensity, and Nausea can vary so greatly, these values have not been included.

## Boat Hire

Approximate Cost: \$205+

Construction: Wood and steel track with wooden support structure underneath.

Vehicles Available: Rowboats, Swan Paddle Boats, Water Tricycles, Canoes, Bumper Boats

Customizable: Yes

Notes: You have two options when you set up your Boat Hire. You can either build a course with the railings offered in the Ride Construction Window, or



you can simply place a station platform, add an entrance and an exit, and start 'er up. Your boaters will putter around the water at their leisure.

Rail courses can add a “ride” element to an otherwise non-ride, keeping your guests honest and returning the boats for others to use. Allowing guests to boat freely will only work on a small body of water. If you turn boaters loose in a big pond, expect long, long lines and complaining guests. Your boaters will head for the farthest point in the lake and return in a very leisurely manner.

If you select a rail system for your Boat Hire, make sure it forms a complete, continuous loop, because your boaters will make a break for the open seas if they see the chance, stranding the other guests waiting in line. If this becomes a serious problem, place rails up in a hurry, making a circuit course for your boaters to enjoy.

Finally, take advantage of the different boat types available to you. While filling your lake with all kinds of boats looks fun and appealing, you'll find very few advantages from one boat to another. If you change boat types on an old Boat Hire, you can temporarily increase the ride's Excitement Rating.

## Log Flume

Approximate Cost: \$1,320

Construction: Water-filled flume track in which boats move at their own speed, supported by tubular steel posts.

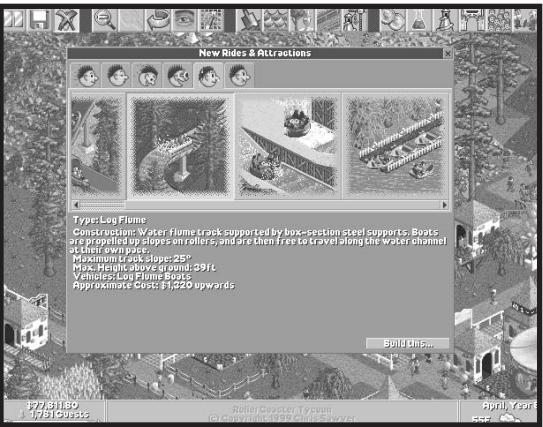
Vehicles Available: Log Flume Cars

Maximum Height: 39 feet

Customizable: Yes

Rides Offered: Logger's Revenge. A 26-foot drop, the highest of three, gives this ride a high Excitement Rating.

Notes: Popular with guests. This ride looks best when you surround it with pine trees, giving it that woody feel.





## River Rapids

Approximate Cost: \$1,840

Construction: Water-filled concrete channel with jets that create water currents.

Vehicles Available: River Rapids Boats

Maximum Height: 39 feet

Customizable: Yes

Rides Offered: Ropy Rapids. Less intense than the Logger's Revenge, Ropy Rapids allows your guests a greater chance to get wet and cool off in hot weather.

Notes: Despite the low overall Nausea Rating for Ropy Rapids, it will still be too much for some guests. So make sure they have a place to sit after they get off the ride.



## Water Slide

Approximate Cost: \$1,200

Construction: Tubular steel posts support a plastic channel with small amount of water in it.

Vehicles Available: Dinghies

Maximum Height: 65 feet

Customizable: Yes

Rides Offered: Demon Drop. A well-named ride. This high-intensity Water Slide features four drops, the highest of which reaches 39 feet.

Notes: Dinghies on the Water Slide may occasionally get stuck, requiring the ride to be reset. The Log Flume suffers from the same problem. Keep an eye on the messages and act quickly if the ride leaves your guests high and dry.



## River Ride

Approximate cost: \$1,260

Construction: Water-filled channel supported by steel lattice.

Vehicles Available: Boats

Maximum Height: 68 feet

Customizable: Yes

Rides Offered: None

Notes: You can take one of two tacts with your River Ride—you can either use it as a transport-style ride, showing your guests the park on a leisurely cruise, or you can add some thrills with a drop. Good themeing adds to the River Ride's excitement.

## Jet Skis

Approximate Cost: \$205

Construction: Jet Skis loading platform built on a lake

Vehicles Available: Jet Skis

Customizable: No

Notes: The Jet Skis are similar to the Boat Hire. Each Jet Ski holds one passenger who is free to roam around the available body of water. Make sure the guests have plenty of room to maneuver to prevent congestion near the platform's entrance and exit.





### Raft Ride

Approximate Cost: \$900

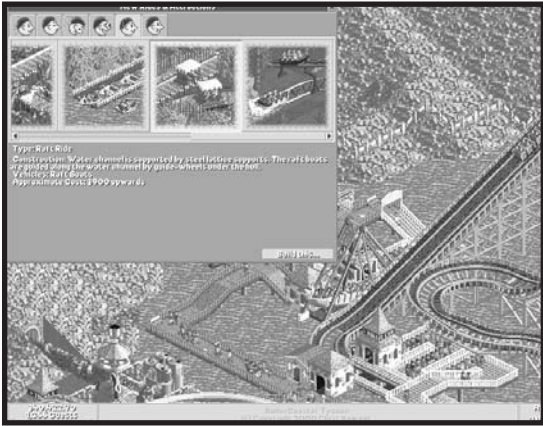
Construction: Water-filled channel supported by steel lattice

Vehicles Available: Raft Boats

Customizable: Yes

Rides Offered: None

Notes: This ride is nearly identical to the River Ride without the possibility of elevation changes. Therefore, the ride's layout must be completely flat. It can work as a transport ride, but its slow speed (2 mph) and limit of four passengers per raft don't make it a wise choice. Instead, use it as a Gentle Ride and a theme to increase the excitement rating.



### Water Coaster

Construction: Track has steel running rails with cross-bracing and can be constructed in water or river sections

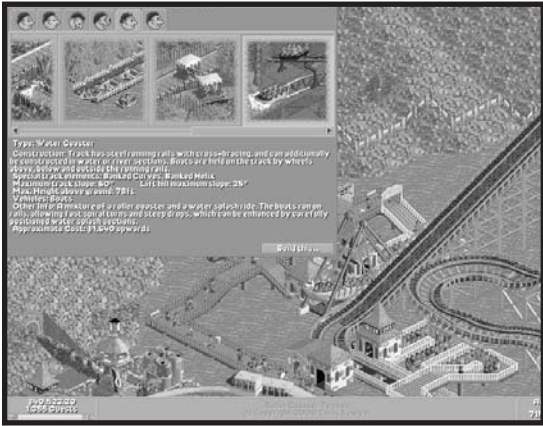
Special Elements: Banked Curves, Banked Helix

Vehicles Available: Boats

Maximum Height: 78 feet

Approximate Base Cost: \$1,640

Notes: This ride combines the thrills of a Steel Roller Coaster with the excitement of a Water Ride. Either standard or submerged track can be chosen 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.



## Roller Coasters

Now let's check out the namesake of the *RollerCoaster Tycoon* game. Roller Coasters draw the majority of your guests to your park in the first place, so the game offers you more categories of Coasters than other rides.

You can choose between 26 different Coasters (14 in the *RollerCoaster Tycoon* game, eight in *CorkScrew Follies*, and four in *Loopy Landscapes*) and customize all them. All of these categories also come with pre-made models ready for you to plunk down in any park. When you first start out, these prefabricated Coasters seem a wise choice. Coaster construction can sometimes leave even the best and brightest *RollerCoaster Tycoon* veterans scratching their heads when homemade Coasters crash or guests don't ride them.



After admission fees, Roller Coasters bring in the most money. So use them! When you build a park from the ground up, place a Coaster as your centerpiece, a tactic that will make your guests walk past everything in the front of your park to get to the Coaster, which they can't help but ride.

**TIP** These complex pieces of machinery break down more often than other rides as they age. Make sure you hire enough Mechanics to cover your Roller Coasters as they get older.

Think of your Coasters as long-term rides with great profit potential, but continually check with your Research and Development Department and hit the Roller Coaster tab in the New Rides & Attractions Window. These tactics help you learn if you can alter your Coaster to make it more appealing for your guests (and more profitable for you).

For example, if you add On-Ride Pictures to your Coasters or replace Standard Cars on your Steel Mini Roller Coaster with Spinning Cars, you add extra value to

