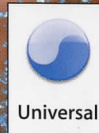




RollerCoaster TYCOON 3

Soaked!

EXPANSION PACK



★ ASPYR

FRONTIER

ATARI

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FIRST THINGS FIRST

The ReadMe File

The *RollerCoaster Tycoon® 3: Soaked!*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *RollerCoaster Tycoon 3: Soaked!* directory found on your hard drive.

Setup and Installation

1. Quit all applications and close all windows on your desktop.
2. Insert the *RollerCoaster Tycoon 3: Soaked!* CD-ROM game disc into your CD-ROM drive.
3. Double click the CD-ROM icon that appears on your desktop.
4. Double click installer to open the installation menu.
5. Follow the onscreen prompts to complete the installation.

PREPARE TO GET SOAKED!

Carreen down a gigantic water slide to a thrilling splashdown in an Olympic size pool; or hang ten in a halfpipe as you surf through the wave simulator. Choreograph your very own laser light and dancing water shows; or add performing killer whales to entertain your park guests. Treat your guests (and yourself!) to the latest rides and coasters, including the wet and wild *RollerSoaker!* Now you can add a water park to your current *RollerCoaster Tycoon 3* amusement parks, but be prepared! You will get wet on this ride!

RollerCoaster Tycoon 3: Soaked! also includes eight original drenching scenarios, two aquatic design themes, a pool-building toolset, and an expanded version of the RCT3 *MixMaster*™ that allows you to create your own laser light shows, customize dolphin and killer whale performances, and choreograph dancing water shows. In addition, the scenarios feature added challenges to give you more ways to play the game.

Finally, *RollerCoaster Tycoon 3: Soaked!* allows you to create tunnels for both footpaths and track-rides. See "Creating Tunnels" on page 13.

Playing *Rollercoaster Tycoon® 3: Soaked!*

RollerCoaster Tycoon 3: Soaked! uses the same controls as those for *RollerCoaster Tycoon 3*. Please refer to the *RollerCoaster Tycoon 3* player's guide for instructions on how to use the features of the core game.

MENUS AND LOADING BOXES



After you've installed *RollerCoaster Tycoon 3: Soaked!* the game's menu screens will also include a shark icon located in the lower-right corner of the screen.

After you select *Career Mode*, the game will display a menu allowing you to choose to play scenarios from either *RollerCoaster Tycoon 3*, or *RollerCoaster Tycoon 3: Soaked!*



Finally, any time you open a load screen, saved games from *RollerCoaster Tycoon 3: Soaked!* will be marked by a "soaked" graphic, indicating that the expansion pack is required in order to load that game.

CHANGES TO THE IN-GAME INTERFACE

This section describes added features and changes to the game interface.

Mouse Wheel Support

You can now scroll all menus, lists and dialog boxes that include a vertical slider by using the mouse wheel.

Shift Key Support for Building Structures

You can now use the **Shift** key to construct elevated elements while building structures. See "Using the Control Key to Build Elevated Scenery and Structures" on page 8.

Game Options

Warning: Only make adjustments to game options if you know that your computer is capable of running optimally with the settings you have selected. If, after adjusting some of the settings, your computer begins to show performance degradation, open *Game Options > Graphic Settings* and click the *Graphics Detail Level* icon to reset the game back to its default settings for your Mac.

Graphic Settings

Two controls have been added:

Refraction – When checked, all views through water will be affected by light refraction.

Laser Occlusion by Terrain and Scenery – When checked, laser shows will allow terrain and scenery to block light beams.

Scenic Settings

One option has been added:

Use Environment Map On Flowing Water – When checked, adds additional properties to bodies of flowing water so that the environment is reflected on the surface of flowing water.

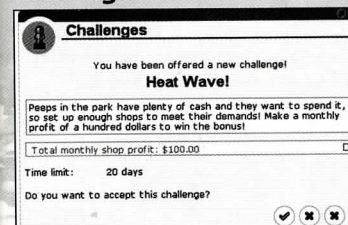
Park Management

Staff



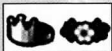
After you place an entertainer in your park, one of the uniforms available is a shark costume.

Challenges



Among the buttons under *Park Management*, is a button for displaying *Challenges*. The challenges window displays a special opportunity to take advantage of a temporary condition that affects your park and its guests. If you meet the challenge, you'll receive a special bonus.

Themes



Most of the object placement windows (such as rides, shops, and scenery) now include selections for two themes, Atlantis and Paradise Island.

Pool Slides and Rides



A selection has been added to the Rides menu for selecting pool slides and rides. Waterslides are assembled much the same way as track rides, except you should place the ride entrance at an elevated platform, and the end of the ride must empty into a swimming pool.

Scenery

Two scenery options have been added to the Scenery buttons.

Terrain Surfaces



The Terrain Surfaces button allows you to add raised terrain in blocks, as well as larger structures for marking the entrance to a themed area.

Swimming Pools



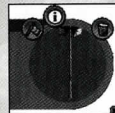
The Swimming Pools button opens a suite of tools allowing you to create swimming pools of any shape and size. See "Using the Swimming Pool Editor" on page 11.

RCT3 MixMaster™



The RCT3 MixMaster™ has been expanded to include lasers, dancing water jets and performing dolphin and killer whale shows as well as fireworks. See "Using the Improved RCT3 MixMaster™" on page 8 for more details.

Speaker Objects



Loud Speakers have been added to both the list of Path Extras and to the list of Scenery Items. Speaker Objects can be used just like any other scenery element, except you may also assign a sound file to the object, adjust the volume of the speaker, and turn it off or on. Adding speakers throughout the length of a track ride, or along the path of a themed area allows you to give your park a more immersive feel.

Passport Stations



Listed among the Path Extras is an element called Passport Stations. Peeps are given a passport booklet as they enter the park. If peeps have their passport booklet stamped by the required number of stations, they win a prize! You can specify how many stations are required by using the Passport Station control panel. The ideal strategy for using Passport Stations is to place them far apart at the far reaches of your park, giving peeps a reason to visit all areas of your amusement park.

Terrain Tools

Waterfalls



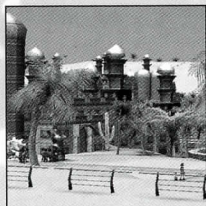
Added to the Terrain Tools buttons is a selection for creating waterfalls. See "Creating Waterfalls" on page 11.

USING THE ADDED FEATURES

Tutorials

RollerCoaster Tycoon 3: Soaked! provides tutorials for several of the added features. Tutorials include how to construct Waterfalls, Basic Pools, and Advanced Pools; how to customize pool facilities; how to create laser shows and whale shows; how to customize-design laser effects and laser images. The tutorials can be found in the main menus of the game.

Using the Control Key to Build Elevated Scenery and Structures



An improved method for building elevated portions buildings and scenery (such as roofs) can now be accomplished using the **Control** key. Use the following steps to learn how to do this.

After you've built the walls of a structure, build the roofline attached to the top of the wall. This is accomplished in the same way as with *RollerCoaster Tycoon 3*, where you first select a roof piece from the Scenery Structures menu, and then position the pointer where you want to place the roof piece, hold the **Shift** key and nudge the mouse up until the piece is positioned correctly, and, finally, click to place it there. Now click to place it there. To add another roof piece at the same height, move the pointer so it touches the previously placed roof piece, and then press the **Control** key. This action assigns that height to the **Control** key so when you are placing any additional scenery items in your park and hold down the **Control** key, it will be placed at that height. This is particularly useful for building large expanses of roof and platforms.

Creating Shows with the Improved RCT3 MixMaster™

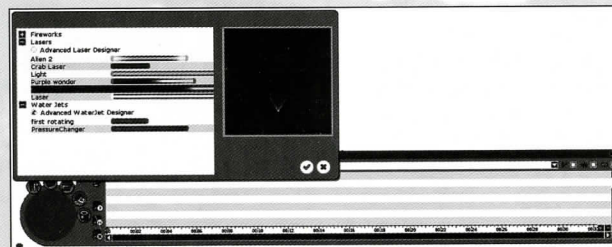
The Fireworks MixMaster™ from the original *RollerCoaster Tycoon 3* has been expanded to allow you to create water and laser shows among other things. The improved RCT3 MixMaster™ allows you to add not just fireworks, but now also add water jets and lasers to the mix! You can also preview each effect now. In addition, you can customize the laser displays and the water displays

using the Advanced Designer, and then save these creations to be used later or shared with the online *RollerCoaster Tycoon* community.

As with the fireworks shows, you'll first need to add the kind of launchers to your park for the type of effects (fireworks, water jet, laser) you want to use in your show, and then open a show timeline to add these elements.

To add launchers, click the Scenery button, and then click RCT3 MixMaster™ button to display the RCT3 MixMaster™ console. Next, click the MixMaster Bases button to see the launcher bases for water jets and lasers as well as fireworks – click one of these to choose it and then click the place in the park where you want that launcher to reside. At any time, you can click on a launcher located in your park to open the RCT3 MixMaster™ interface.

Next, click the MixMaster Displays button to open a sequence timeline. In the same way fireworks shows were created, click the timeline where you want to add a show event, and choose an event from the pop-up window to add it to the timeline.

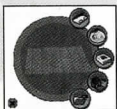


Using the Swimming Pool Editor.

Click the Scenery button, and then click the Swimming Pools button at the bottom of the list. This will open the Swimming Pool Construction toolbox.

First take a look at the interface and notice you can add the following:

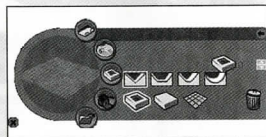
- Pool paths (to add footbridges and to create elevated areas)
- Pool extras (to add ladders, lights, showers, and diving boards)
- Pools (swimming areas)
- Pool changing rooms (where peeps in your park enter and exit the pool area)
- Save (to save your pool designs). This option is present when the pool changing room window is open.



Select the Pools button and then choose a pool edge-type, and then draw the pool over a flat area in your park to add the pool. If you want an elevated pool, click the toggle-snap icon and then adjust the number to indicate how high the pool will be constructed.

Next, select the Place Tiles button to construct decking around the pool. As with pool construction, you can add raised decking by clicking on the toggle-snap icon and adjusting the height value and then drawing in the park to construct decking.

Add plenty of decking around a pool so you can add lounge chairs, showers, diving boards and waterslides.



To add a tall diving board, select the highdiving board from the Pool Extras, move the pointer to the area where the diving board will be constructed, and then hold the mouse button as you nudge the mouse upward.

To add a wave machine, choose the wave-machine item, move the pointer to the edge of the pool and then click to add it to the pool edge.

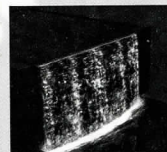
To add a water slide that empties into your pool, build the water slide so the slide's end-piece connects to the edge of the pool decking, and then make sure pool parts have been built around the water slide's end-piece to provide a splash zone.



To adjust the price of a pool area, and to perform other tasks like maintenance, click the changing room for that pool and make adjustment in the control panel that appears there.

Creating Waterfalls

Waterfalls can only be constructed between two adjacent bodies of water where one is higher than the other.



First, modify the terrain to create a raised area — for best results, use the tool to create a mesa. Next, create a pit on the mesa and then add water (consult the *RollerCoaster Tycoon 3* manual for instructions on adding water bodies). This higher water body must have a flat, straight edge over which the water can flow. Then, create a pit at the base of the raised area and add water there, too, ensuring that there is at least some water in the lower body that is roughly underneath the edge over which you want the water to flow.

Finally, click the Waterfalls button (as seen on page 8) to activate the waterfall function, then click the raised water body to select it, and then click the lower water body to select it. If the terrain has been formed properly, a waterfall will be created automatically. The width of the waterfall is selected based on the narrower of i) the length of the flat, straight edge on the raised water body; and ii) the

width of the lower water body underneath this edge into which the waterfall will discharge. Use this information to create waterfalls of whatever height and width you choose.

Using the RollerSoaker

One of the rides in *RollerCoaster Tycoon 3: Soaked!* is the RollerSoaker, which features controls for riders to release several gallons of water, soaking the guests walking below. While riding the RollerSoaker, find the button labeled “release water” located in the coaster cam interface, and click the button to dump gallons of the wet stuff. To get an optimal view of the RollerSoaker releasing water, position the Coaster Cam to look backwards and then zoom out.

Creating Dolphin and killer whale Shows

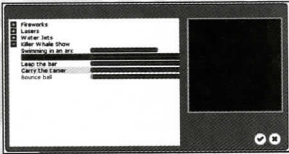
Before you add a dolphin or killer whale show, you must first create a water body using the terrain tools, and one that is deep enough to accept the show “object.” See the *RollerCoaster Tycoon 3* manual for instruction on creating bodies of water.

After you’ve finished building the water body, select either dolphin or killer whale show from the Gentle Rides, position the ride in the water, and then click to add the attraction. If the water is too shallow, the color of the attraction will remain red. The fastest way to adjust the water body to the proper depth is to hold down the - key while the show is positioned over the water – when the color of the attraction turns blue, click to add it there.

Finally, add an entrance and exit, connect them to your park’s path system and open the show just like other attractions.

After you’ve placed the show, you can customize the contents of the show by clicking the Aquatics MixMaster button found in the attraction’s control panel.

When clicked, the RCT3 MixMaster™ sequencer interface will be displayed where you can add any of the choreographed moves in any order you want by clicking in the timeline. In



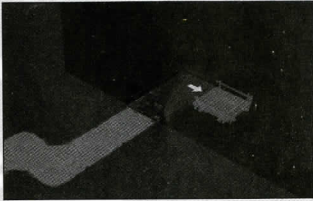
order to easily preview the show while choreographing it, you can move the mouse backwards and forwards to “scrub” through the show. **Note:** Dolphin and killer whale shows cannot be added to swimming pools.

Creating Tunnels



Now you can create tunnels for footpaths and track rides! The best way to learn how to do this is to launch the Extras tutorial from the Tutorials Menu and follow the tutorial directions.

To create a tunnel, you must first raise a section of terrain so that vertical surfaces are exposed. To do this, click the Terrain Shaping button under the Terrain Tools, and then click Adjust Terrain Tiles in the construction toolbox. Click the button for Free-form Terrain Tile Shaping, and then point to an area of the terrain, hold down the mouse button and drag the mouse up until the terrain is raised to the height you want.



Now, create a footpath leading toward the vertical surface of the raised terrain. When the path encounters the vertical surface, a tunnel will automatically be created and the terrain will become translucent, allowing you to see through into the interior of the raised terrain where your path is being created.



That's all there is to it! Placing path-extras on paths within tunnels is the same as before. In addition, you can also create tunnels using any track ride, with one extra option; you can select the color of the headlight by clicking on the Headlight button found on the Vehicles page of the ride's control panel.

OTHER SURPRISES

As with *RollerCoaster Tycoon 3*, this expansion pack has many wonderful elements waiting to be discovered. We recommend you play *Soaked!* and uncover these yourself.



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If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

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ASPYR TECHNICAL SUPPORT

To register your copy of this game please go to:

<http://www.aspyr.com/register>

If you are having problems installing or using this software, we want to help. You should read through the manual and the Readme file on the game disc before contacting Aspyr Technical Support. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

Complete product title

Exact error message reported (if any)

A brief description of the problem

Your computer's processor type and speed (PowerBook 1.5 GHz, Power Macintosh G5 1.8 GHz etc.)

Amount of RAM (MB, GB)

Make and model of your video card (ATI, Nvidia)

Speed of your CD-ROM or DVD-ROM drive(16x, 4x, etc.)

Operating System (Mac OS 10.3.8, Mac OS 10.4 etc)

Contact us over the Internet:

If, after reviewing all the known issues in this Readme file, you are still having difficulties, please visit our online technical support page at <http://support.aspyr.com/>, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and open a support ticket located at <http://support.aspyr.com>. This form will then be sent to Aspyr Media Technical Support.

Contact us by Phone:

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints or tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

You can also contact Aspyr Technical Support by mail:

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P.O. Box 5861

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