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PC
CD-ROM
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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 (usually C:\Program Files\Atari\RollerCoaster Tycoon 3 Soaked!). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on RollerCoaster Tycoon 3, and then on the ReadMe file.

System Requirements

Software	<i>RollerCoaster Tycoon® 3</i> must be installed
Operating System	Windows® 98SE/Me/2000/XP (Windows® XP recommended)
Processor	Pentium® III 933 MHz or compatible (Pentium® 4 1.3 GHz or compatible recommended)
Memory	256 MB RAM, 384 MB for XP (384 MB recommended, 512 MB for XP recommended)
Hard Disk Space	800 MB Free (assumes <i>RollerCoaster Tycoon 3</i> is already installed)
CD-ROM Drive	8X Speed or faster
Video	64 MB Hardware T&L-compatible video card*
Sound	Windows® 98SE/Me/2000/XP-compatible 16-bit sound card (PC audio solution containing Dolby Digital Live required for Dolby Digital audio)
DirectX®	DirectX® version 9.0c (included)

* *Systems with GeForce 2 GTS/MX, GeForce 4 MX or the Intel Extreme chipset family may exhibit performance degradation or graphical irregularities and are not recommended.*

If your PC does not meet the video hardware requirements above, this game will not run.

Setup and Installation

Note: You must have the original *RollerCoaster Tycoon*® 3 CD-ROM game installed on your computer in order to install and play *RollerCoaster Tycoon 3: Soaked!* We also recommend you install all updates for *RollerCoaster Tycoon 3* before starting the installation of this expansion pack. Consult the manual for *RollerCoaster Tycoon 3* for instructions on how to install updates.

1. Start Windows® 98SE/Me/2000/XP.
2. Insert the *RollerCoaster Tycoon 3: Soaked!* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, the *RollerCoaster Tycoon 3: Soaked!* launcher screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Autorun.exe in the space provided and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. On the *RollerCoaster Tycoon 3: Soaked!* launcher screen, click the Install button and follow the on-screen instructions to finish installing the *RollerCoaster Tycoon 3: Soaked!* CD-ROM game.
5. After installing the game, we strongly recommend that you check for updates. Re-insert the game disc into your CD-ROM drive and click on the Updates button on the launcher screen.
6. After *RollerCoaster Tycoon 3: Soaked!* is installed, you may launch the game either from the launcher screen by clicking Play or by clicking on the Start button, then Programs > Atari > RollerCoaster Tycoon 3 Soaked! > Play RollerCoaster Tycoon 3 Soaked! (for XP users, click on the Start button, then on All Programs > Atari > RollerCoaster Tycoon 3 Soaked! > Play RollerCoaster Tycoon 3 Soaked!).

Visit atari.com/rollercoastertycoon for the latest information about the game.

Note: You must have either the *RollerCoaster Tycoon 3* game disc or the *RollerCoaster Tycoon 3: Soaked!* game disc in your CD-ROM drive to play.

Installation of DirectX®

RollerCoaster Tycoon 3: Soaked! requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installer.



PREPARE TO GET SOAKED!

Carren 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 trackrides. See "Creating Tunnels" on page 16.

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 11.

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 PC.

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:

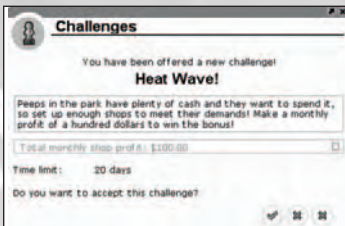
Use Environment Map On Flowing Water – When checked, adds additional properties to bodies of flowing water so that the environment is reflected on the surface of flowing water.

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



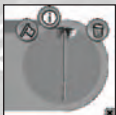
The Swimming Pools button opens a suite of tools allowing you to create swimming pools of any shape and size. See "Using the Swimming Pool Editor" on page 13.

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 11 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 14.

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 on-line *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.

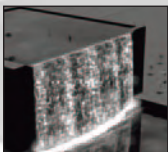
To add a water slide that empties into your pool, build the water slide so the slide's end-piece connects to the edge of the pool decking, and then make sure pool parts have been built around the water slide's end-piece to provide a splash zone.



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 the flow.

Finally, click the Waterfalls button (as seen on page 10) 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 **Alt** 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 choreo-



graphed 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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ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/rollercoastertycoon

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

ataricomunity.com

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TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98SE; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

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If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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