

**MICRO PROSE**

Product# 99499

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Hasbro Interactive, Inc. 50 Dunham Road, Beverly, Massachusetts 01915 USA

# RollerCoaster TYCOON™

Loopy Landscapes™  
Expansion 2 Pack  
INCLUDES CORKSCREW FOLLIES™

WIN 95/98

Chris Sawyer

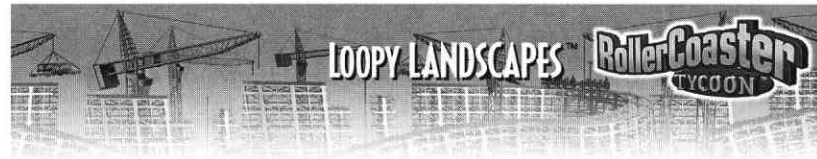
**MICRO PROSE**





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## WELCOME!

Welcome to *Loopy Landscapes™*, another official add-on for *RollerCoaster Tycoon™*. Inside the gate are new visual enhancements and rides for you to explore and discover. You'll enjoy:

- ◆ New Themes
- ◆ New Scenarios
- ◆ New Roller Coasters
- ◆ New Attractions — Rides, Ride Enhancements, Stalls, and Shops
- ◆ New Landscaping Items
- ◆ New Entertainers
- ◆ New FUN!

So don't just sit there! Climb aboard and discover all the great new things we've made for you to play with this time. More hours of thrilling amusement park fun are right at your fingertips!



## HOW TO GET HERE

There's only one way to get to the **RollerCoaster Tycoon™: Loopy Landscapes™**. First, let's make sure you have what you need to enjoy your visit. After that are complete directions for reaching the park safely.

## NECESSARY EQUIPMENT

Before you can install **Loopy Landscapes** and start playing, check this list to make sure that your computer has everything you need:

### Important Note

You *absolutely must* have **RollerCoaster Tycoon** already installed on your computer. **Loopy Landscapes** is an add-on to that game, and cannot run independent of it. If you have **RollerCoaster Tycoon** installed and running, then you need not worry about most of the other requirements. You already have them all, or the game wouldn't run. The exception is hard drive space; **Loopy Landscapes** takes up a little extra.



If you also have **Corkscrew Follies** installed, **Loopy Landscapes** will still install.

- ◆ The processor has to be a 90 MHz Pentium® or better. For best performance, we recommend at least a 200 MHz Pentium® with MMX.
- ◆ Your operating system must be Windows® 95/98 (or newer).
- ◆ You must have at least 16 MB (megabytes) of RAM. (If you're running Windows® 95, it's a safe bet you have 16 MB or more.) For best performance, we recommend 32 MB or more.
- ◆ You must have a 4X speed (or faster) CD-ROM drive.
- ◆ Since the installation program will copy parts of **RollerCoaster Tycoon: Loopy Landscapes** onto your hard disk, you must have some empty storage space on your hard drive. How much you need depends on how much of the game you choose to install; the different amounts are calculated for you by the installation program, and it shows you what you need. The minimum required is 45 MB.
- ◆ Your computer must be capable of SVGA quality graphics, and your video card must have at least 1 MB of onboard memory.



- ◆ There must be a working mouse (or a device that fulfills the same function) attached to the computer.
- ◆ You must have DirectX version 5.0 (or higher). If you installed the original game and it runs, then you must have installed DirectX version 5.0.
- ◆ To hear the game sounds and music, you must have a working sound card compatible with both Windows® 95 and DirectX — and the requisite drivers installed.

If you think you have all of these, but still have a problem running the game, please contact MicroProse Customer Support for assistance.

## INSTALLATION

If you have all of the required equipment, then it's time to install the game. To do so, follow these instructions:

### Remember

You *absolutely must* have *RollerCoaster Tycoon* already installed on your computer before you can install this game. *Loopy Landscapes* is an add-on to the original game, and cannot run without it. If you have *Corkscrew*



*Follies* installed, not to worry, *Loopy Landscapes* will still install.

*Loopy Landscapes* comes in versions for different languages. You should make sure that you install the same language as you did for the original game.

- ◆ Turn on your computer.
- ◆ Open the CD-ROM drive, place the *RollerCoaster Tycoon: Loopy Landscapes* CD in it, and close the drive.
- ◆ *Loopy Landscapes* is a Windows® “Autoplay” CD-ROM. That means that just putting the disc in the drive for the first time starts up the installation program.

### If Autoplay Doesn't Work

If, for whatever reason, the Autoplay feature does not work when you put the CD in the drive, here's how to start the installation program yourself:

- ◆ Double-click your “My Computer” desktop icon.
- ◆ In the window that opens, double-click your CD-ROM drive (it's usually the D drive).
- ◆ In the list that appears, find a file named setup.exe and double-click it. The installation program should begin.



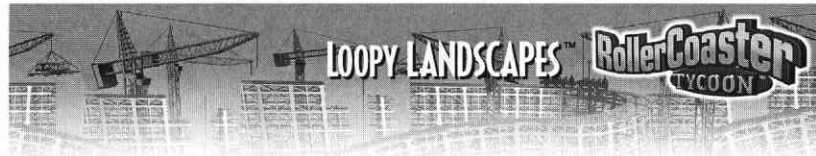
- ◆ Click **Install** to continue. (If you change your mind at this point, click **Exit**.)
- ◆ Note that you cannot change which folder the game will be installed into; *Loopy Landscapes* is automatically installed to the same folder where you installed the original game.
- ◆ The decision you need to make is what sort of installation you want to do. Pick one of the options presented:

**Minimum** installs all of the files required to play the game, but leaves some of the larger files on the CD. This type of installation strikes a balance between the needs of game speed (more files copied) versus conserving hard disk space (less files copied).

**Full** installs the entire game, including all of the larger files. If you have the hard disk space to spare, doing a Full installation can make the game run faster.

- ◆ *Loopy Landscapes* will now copy the files you selected to your hard drive from the CD-ROM.

Once the installation is complete, the game is ready to go.



#### To start playing now:

- ◆ Leave the *RollerCoaster Tycoon: Loopy Landscapes* CD-ROM in the drive.
- ◆ Click the Play button.

#### To play later:

- ◆ Make sure that the *RollerCoaster Tycoon: Loopy Landscapes* CD-ROM is in its drive.
- ◆ Click the Windows® Start button, then open the **Programs** menu, the **Hasbro Interactive** sub-menu, the *RollerCoaster Tycoon* sub-sub-menu, and then click the *RollerCoaster Tycoon* option.

OR

- ◆ When you put the CD in, you can wait for the Autoplay screen to pop up, then click the **Play** button.

Have fun!



## WHAT'S NEW?

Part of the fun of this game is exploring your options and discovering what you can do. With that in mind, we're not going to tell you everything. This little manual introduces the major new stuff and tells you when and where it appears (how to get to it), but we're leaving the details up to you. After all, you're the park designer, aren't you?

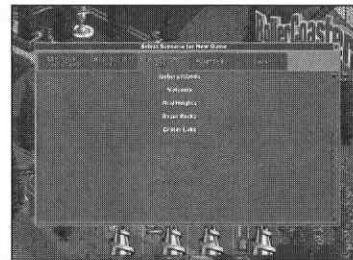
### Compatibility

*Loopy Landscapes* recognizes and will load games and track designs you saved using the original *RollerCoaster Tycoon* game and the *Corkscrew Follies* add-on. However, the reverse is not true; you cannot load games or designs made with *Loopy Landscapes* into the original game.

We strongly discourage attempting to load "hacked" saved files or unofficial scenarios into *Loopy Landscapes*. This will normally fail, but even if it seems to work, it will very likely cause unpredictable results, for which we cannot be responsible.



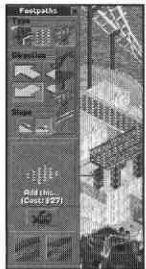
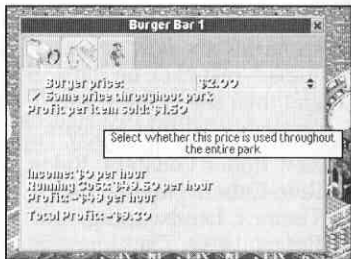
- ◆ **Scenario Tabs:** You'll notice that the scenarios are now organized using "tabs." Just click on the scenario tab and then select the scenario from the scrollable list that appears.
- ◆ **New Roller Coasters, Rides, Ride Enhancements, Shops, Stalls, Themes, Landscaping, and Entertainers:** These new bits all appear as additions to the possibilities in exactly the places you'd expect them. For example, the new Shops show up in the *Shop Selection* box. Keep in mind that many of these new attractions are not accessible until you've done the "research," and not all the new items are available in every scenario.







- ◆ **Common Pricing:** Let's say you have several Hamburger stands and you decide you want to raise the price of each hamburger to \$2. Previously that required a ton of clicking! With the new Uniform pricing feature you can now open one stand dialog and check the box that says "Same price throughout park." Doing so will make all of the other similar shops have the same price. This feature works with other stands as well, like bathrooms and kiosks.
- ◆ **New Footpath Designs:** When you select the Queuing Line or one of the other Footpath types, you'll have more colors and options to choose from.
- ◆ **Foot Path Supports:** When selecting a new footpath, you now have a choice of what kind of supports it will have. Click on the "path construction window" and you'll see a new "supports button." Click and hold to select the type of support you want to use.



- ◆ **Alternative Ride Entrance/Exit and Station:** There are also alternative ride Entrance/Exit and Station styles. After building your ride and placing the Exit and Entrance, open the ride information window and click on "...Entrance/Station." Click and hold to see a list from which to choose.



There are two new features that will take a little more explaining.

## PAINTING YOUR RIDES

*Loopy Landscapes* includes the ability to paint your rides with new colors. You already know how to choose colors for your rides, using the options under the **Color Scheme** tab in the **Ride** window. A new feature allows you to paint your ride in even more detail. Now, you can paint *each section* of a roller coaster in its own colors!



Here's how it works. For every coaster, you can define the normal color scheme, just as you always have. You can also now define three *Alternate Color Schemes* — alternates 1, 2, and 3. The normal scheme is automatically applied to the entire track. You can then paint any section of track with any one of the alternate color schemes. Mix the four schemes to cover rides with your own detailed, custom paint patterns.

First, select the roller coaster you want to paint (so that the **Ride** window opens).

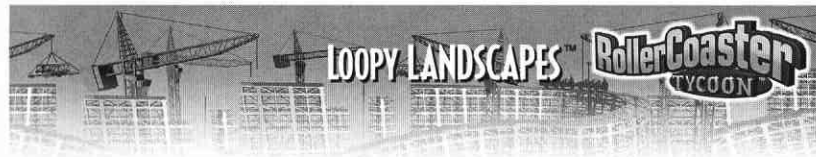


Next, click the **Color Scheme** tab in the **Ride** window.

- ◆ In the **Track** area, you can now select one of the Alternate Color Schemes (1, 2, or 3) for this track.
- ◆ Now, you define the Alternate Color Scheme you've selected by picking the colors you want — just like you would choose colors for the whole track.



To begin applying the color scheme you've defined to sections of track, click the **Paintbrush** switch.



- ◆ While the **Paintbrush** switch is *On* your cursor is a paintbrush; any section of the roller coaster you click on is painted in the Alternate Color Scheme you have selected and defined.

Any piece of track that you don't paint with one of the alternate schemes remains painted with the normal color scheme.

## ERECTING BANNER SIGNS

You've got a sign at the entrance to your park, and there's a marquee for each and every ride. That's great, but many parks are also divided into zones — areas that share a theme distinct from those of other parts of the park. For example, your park might have a Checkered Flag Zone where all the racing rides are clustered, and all the color schemes match the race track motif. One of the new features allows you to set up *Banner Signs* across the footpaths to announce to your guests that they are entering a theme district.

Banner Signs not only notify patrons of what part of the park they're in, but they also help to attract attention to the area, much like advertising does. Here's how to set up a Banner Sign:





Click the **Scenery** button on the **Toolbar** to open the **Scenery** window.



Next, click the **Footpath Accessories** button.



Select the **Banner Sign**. While you are here, you can use the **Rotate** button to determine which direction the banner should face. Also, there's a selector that allows you to pick the color of the sign. Don't worry, though; you can always set or change the color later.

- ◆ When you've done all that, click on a section of footpath to place the banner there.

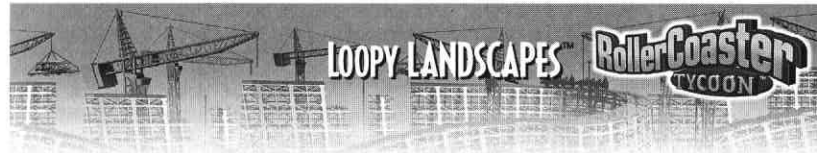
The **Banner Sign** is placed, and the **Banner Sign** box opens. There are a few important options in this box:



Click here to type in the message you want on the banner.



This button makes the banner a red "No Entry" sign that prohibits guests from entering the area.



The trashcan button removes the banner from the path.



Use this selector to control the color of the text on the banner.



This selector lets you control the color of the banner sign — the poles and frame.

When you're done, close the **Banner Sign** box. That's all there is to it. (Just as you can for attractions, you can right-click on the **Banner Sign** to reopen this box and make changes.)

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### Epilepsy Warning



#### READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

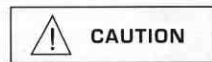
If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

## FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

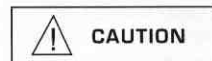
### Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

### Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Hasbro Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in Boston, Massachusetts, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Hasbro Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Hasbro Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the Commonwealth of Massachusetts.

## CUSTOMER SUPPORT

If you are having technical difficulties with the *RollerCoaster Tycoon: Loopy Landscapes* CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call (410) 568-2377. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

<http://support.hasbro.com>

This site contains an up-to-date interactive knowledge base and email contacts for technical support.

To find out more about the *RollerCoaster Tycoon: Loopy Landscapes* CD-ROM game or any other Hasbro Interactive product, please visit our main web site at:

<http://www.hasbro-interactive.com>

Kids, check with your parent or guardian before visiting any web site.

# MICROPROSE ON THE WEB

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<http://www.rollercoastertycoon.com>

Visit and you will discover that MicroProse web sites contain such things as:

- ◆ Technical Support
- ◆ Hints and Tips
- ◆ Software Upgrades
- ◆ Demos
- ◆ Community
- ◆ And much more

We are constantly updating our web sites so stop by and visit us frequently. You won't want to miss out.

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## NOTES

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