

**ROLLERCOASTER TYCOON® 2: TIME TWISTER
PC MANUAL FRONT COVER**

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FIRST THINGS FIRST

The ReadMe File

The *RollerCoaster Tycoon® 2: Time Twister* 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 2* directory found on your hard drive (usually C:\Program Files\Infogrames\RollerCoaster Tycoon 2). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Infogrames, then on *RollerCoaster Tycoon 2*, and then on the tt_readme.txt file.

System Requirements

You absolutely must have the original *RollerCoaster Tycoon 2* CD-ROM game already installed on your computer! If you have *RollerCoaster Tycoon 2* installed and running, then you need not worry about most of the following requirements. The exception is hard disk space; *Time Twister* takes up a little extra.

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 300 MHz or higher
Memory:	64 MB RAM (128 MB RAM recommended)
Hard Disk Space:	150 MB Free (200 MB recommended)
CD-ROM Drive:	4X Speed or faster (8X recommended)
Video:	Windows® 98/Me/2000/XP-compatible video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher

* Indicates device should be compatible with DirectX® version 8.1 or higher.

SETUP AND INSTALLATION

NOTE: You must have the original *RollerCoaster Tycoon 2* CD-ROM game installed on your computer in order to install and play *RollerCoaster Tycoon 2: Time Twister*.

1. Start Windows® 98/Me/2000/XP.
2. Insert the *RollerCoaster Tycoon 2: Time Twister* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title 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:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *RollerCoaster Tycoon 2: Time Twister* CD-ROM game.
5. Once installation is complete, launch *RollerCoaster Tycoon 2* as you normally would — the *Time Twister* expansion pack scenarios will appear in the same areas as the *RollerCoaster Tycoon 2* scenarios, at the top of the list.

Note: You must have the *RollerCoaster Tycoon 2* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *RollerCoaster Tycoon 2: Time Twister* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

SAVING AND LOADING

Saving and loading games and rides in *Time Twister* is exactly the same as saving and loading games and rides in *RollerCoaster Tycoon 2*.

WELCOME TO *TIME TWISTER!*

Experience a Jurassic safari, confront a mythical skeleton army and relive the golden age of rock 'n roll — it's a trip back through time and forward into the future with *RollerCoaster Tycoon 2: Time Twister!* History has never been more fun or addictive!

WHAT'S NEW

RollerCoaster Tycoon 2: Time Twister contains 14 new scenarios — with themes from six terrific time periods — that you can explore at your own pace. It also includes new rides and scenery options, but we'll let you find those on your own. Here are some brief descriptions of the challenges that await you in *Time Twister*:

PREHISTORIC

Jurassic Safari

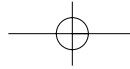
You've been given the task of constructing a Jurassic-era theme park. To optimize your visitors' access to the exotic plant and animal exhibits, you will need to build rides going over and into the valley.

After the Asteroid

You own a dusty old meteor crater. In the true entrepreneurial spirit, you've decided to construct an asteroid theme park and convert your seemingly worthless land into a sizeable fortune.

Stone Age

To thwart the highway developers and preserve the mysterious circle of ancient stones, you will need to construct a Stone Age theme park and turn a profit. However, attracting visitors might pose a challenge, as the terrain can be a tad inhospitable.



MYTHOLOGY

Film Set

You've been given the task of running and improving an existing theme park, which rests on the site of an old movie set. To attract business, you will need to construct a tribute to the pioneering filmmakers who originated the art of stop-motion animation.

Cradle of Civilization

You own an island of particular archaeological value. You've decided to fund its preservation by constructing a theme park based on the area's rich mythological heritage.

DARK AGE

Cliffside Castle

Local members of the battle re-enactment society are rather serious about their hobby. They've entrusted you with the job of constructing a Dark Age theme park on the grounds of Cliffside Castle.

Robin Hood

To liberate wealth from the rich and distribute it to the needy, you and your Merry Men have decided to build a theme park in Sherwood Forest.



ROARING TWENTIES

Prison Island

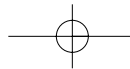
The infamous Prison Island — whose population once swelled with bootleggers and racketeers — is now up for sale. You've decided to convert it into a top tourist attraction, and money is no object!

Schneider Cup

The 75th anniversary of your grandfather's Schneider Cup victory is coming up in a few years. You're going to honor his achievement by building a theme park based on the famous seaplane race.

Skyscrapers

You own an empty lot near the low-rise part of town. To squeeze the most out of your urban property, build a skyscraper theme park inspired by the soaring art deco architecture of the twenties.





ROCK 'N ROLL

Rock 'n Roll Revival

This aging theme park has seen better days. Help the owner give it a retro rock 'n roll makeover and turn the place into a successful venue.

Flower Power

A large annual music festival takes place on your land. Build a hip theme park to keep the free-spirited audience entertained.

FUTURE

First Encounters

Life has been discovered on a distant planet! Build an alien theme park to cash in on the unprecedented wave of interest.

Futureworld

Show off your inventive, utopian vision of the future — come up with a futuristic park design that incorporates state-of-the-art attractions.



CREDITS

Frontier Developments Ltd.

Jonny Watts
Producer

Sam Denney
Lead Artist

Gary Bickmore
Simon Brewer
Dariusz Drobnica
Hayden Scott-Baron
Martin Squires
Artists

James Taylor
Scenarios & Programming
Stuart Fraser
Programming & Testing

Atari

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Senior Producer

Scott Triola
Brand Manager

Matthew Sughrue
Executive Producer

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Director of Technology

Laura Campos
Director of Marketing

Steve Martin
Director of Creative Services

Elizabeth Mackney
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Charles Rizzo
Graphic Designer

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Director of Publishing Support

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Director of Quality Assurance, North America

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I.T. Manager/Western Region

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Manager of Technical Support

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Senior Q.A. Testing Manager

Randy Lee

Bill Carroll

Q.A. Testing Managers

Daniel Frisoli

Lead Tester

Brian Swedis

Assistant Lead

Shawn Snodgrass

Ian Toltz

Sean Pelkey

Testers

Dave Strang

Compatibility Lab Supervisor

Randy Buchholz

Jason Cordero

Mark Florentino

Chris McQuinn

Cuong Vu

Compatibility Analysts

Special Thanks

Matt Pantaleoni

Nick Lazzara

ATARI WEB SITES

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

<http://www.rollercoastertycoon2.com>

<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

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

www.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:

<http://www.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 **E-Mail** 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 E-mail, 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® 98; 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.

Warranty Policy in the United States & Canada

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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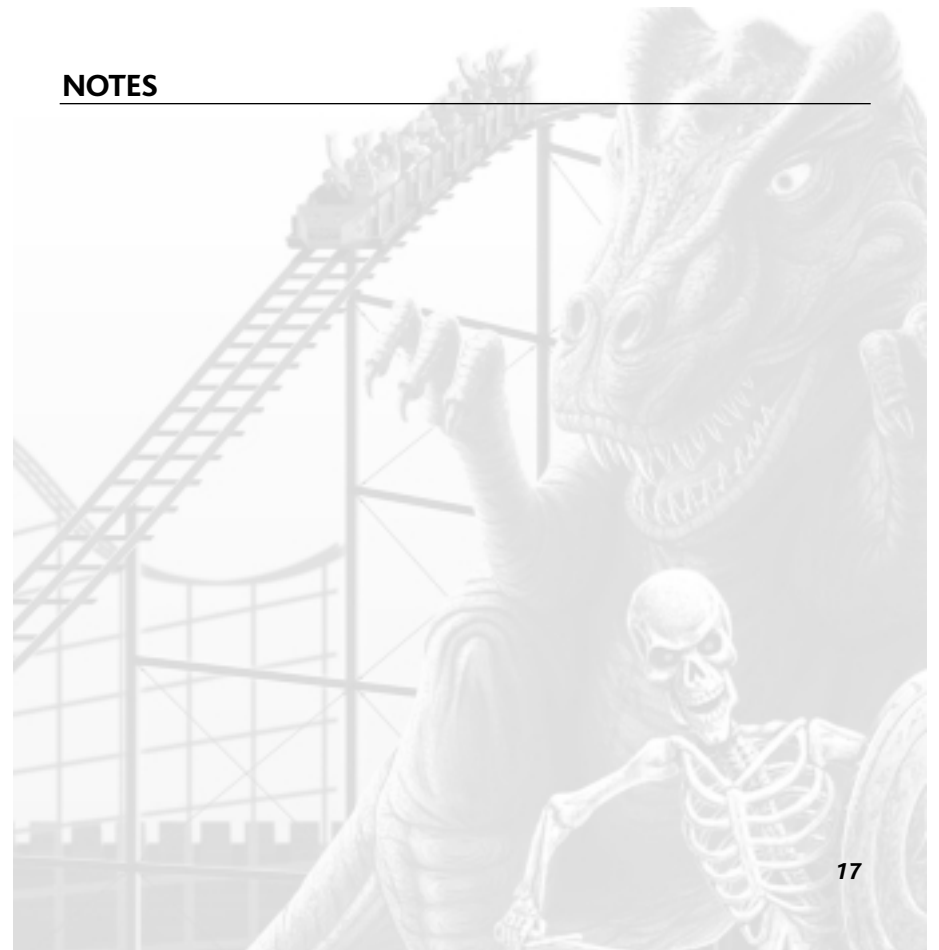
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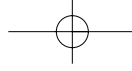
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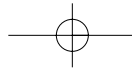
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