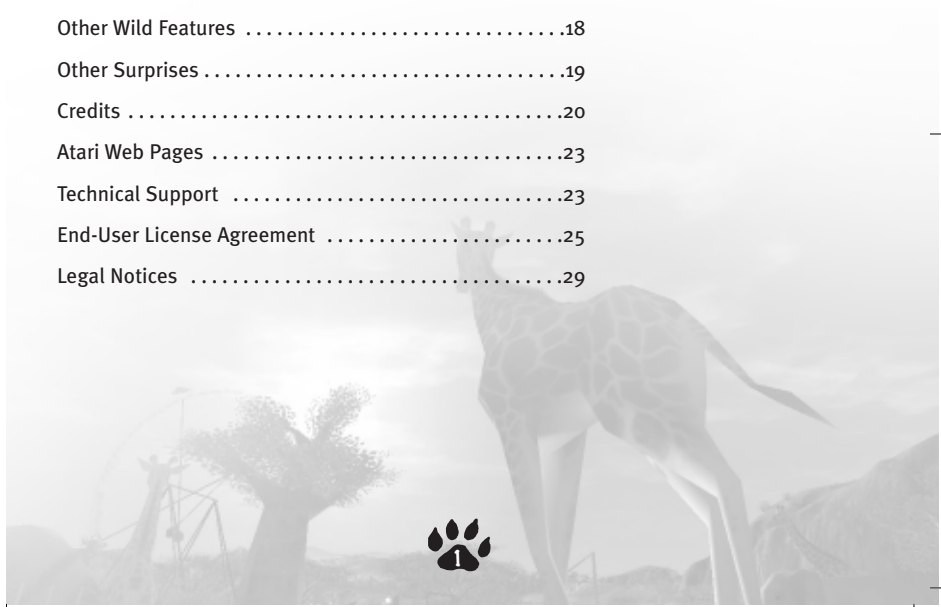
RCT Wild manual 9/16/05 1:01 PM Page 1

PC MANUAL FRONT COVER

RCT Wild manual 9/16/05 1:01 PM Page 2

TABLE OF CONTENTS

Setup and Installation 2
Get Ready to Go *Wild!* 5
Menus and Loading Boxes 5
Changes to the In-game Interface 6
Animals 11
Rides with Extra Features 16
Other Wild Features 18
Other Surprises 19
Credits 20
Atari Web Pages 23
Technical Support 23
End-User License Agreement 25
Legal Notices 29



RCT Wild manual 9/16/05 1:01 PM Page 2

SETUP AND INSTALLATION

Warning: If you install the *RollerCoaster Tycoon® 3: Soaked!®* expansion pack after you have installed this product, you must re-install *RollerCoaster Tycoon® 3: Wild!™* None of your save games or files will be lost.

The ReadMe File

RollerCoaster Tycoon 3: Wild! 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. README.TXT is located in the root directory of the game CD-ROM disc. .

System Requirements

Software	*RollerCoaster Tycoon® 3* must be installed.
Operating System	Windows® 98/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 (512 MB recommended) (512 MB for XP)
Hard Disk Space	600 MB Free (assumes *RollerCoaster Tycoon® 3* is installed)
CD–ROM Drive	8X Speed or faster
Video	64 MB or greater Hardware T&L-compatible video card* (128 MB Hardware T&L-compatible video card* recommended)
Sound	Windows® 98/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) or higher

** Hardware T&L video cards that do not support shaders, such as the Geforce 4 MX or Intel Extreme Graphics family, are not supported.*

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

Note: An internet connection is required for using the Check For Updates feature and for using ad-serving technology that updates billboards and the brands for certain shops that may be added to *RollerCoaster Tycoon 3* amusement parks.

If a software firewall is installed on your computer, you may be notified that *RollerCoaster Tycoon 3* is trying to communicate to the internet. We recommend you allow the game to make this connection.

Installation

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

1. Start Windows® 98/Me/2000/XP.
2. Insert the *RollerCoaster Tycoon 3: Wild!* CD–ROM game disc into your CD–ROM drive.
3. If AutoPlay is enabled, the *RollerCoaster Tycoon 3: Wild!* installer should begin. 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. Follow the on–screen instructions to finish installing *RollerCoaster Tycoon 3: Wild!*.
5. After *RollerCoaster Tycoon 3: Wild!* is installed, you may check for updates. This short process requires an Internet connection. Click the **Check For Updates** icon located in the Start menu where *RollerCoaster Tycoon 3* is installed. If you do not have access to an internet connection from the PC on which your game is installed, use an alternative means of internet access to visit **atari.com/rollercoastertycoon** regularly to keep informed of the latest developments and to access any updates as downloadable files.

RCT Wild manual 9/16/05 1:01 PM Page 4

6. After *RollerCoaster Tycoon 3: Wild!* is installed, you may launch the game by clicking on the Start button, then Programs ⇢ Atari ⇢ RollerCoaster Tycoon 3⇢ Play RollerCoaster Tycoon 3.

Visit **atari.com/rollercoastertycoon** for the latest information about the game.
Note: You must have the *RollerCoaster Tycoon 3* game disc in your CD-ROM drive to play.

Installation of DirectX®

RollerCoaster Tycoon 3: Wild! 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.

Playing RollerCoaster Tycoon® 3: Wild!

RollerCoaster Tycoon 3: Wild! 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.

Firewall Software

Billboards and some shops use textures that change when you are playing *RCT3: Wild!* while connected to the internet. If you have a software firewall running, you may see a notice from time to time indicating *RollerCoaster Tycoon 3* is trying to connect to the internet. We recommend you *allow* the game to make this connection.

Get Ready to Go *Wild!*

RollerCoaster Tycoon 3: Wild! gives you the ability to add animal exhibitions, enclosures and animal viewing galleries to your *RollerCoaster Tycoon 3* amusement parks. Train your lions and tigers to perform in choreographed shows. Pamper your animal pairs and they might breed! Be sure to maintain your animal enclosures to prevent escapes, and whatever you do, please don't mix the predators with the prey!

RollerCoaster Tycoon 3: Wild! also contains twelve *Wild!*-themed scenarios, two new wild design themes, dozens of additional rides and coasters, and the ability to create safari expeditions to make your guests roar with delight. In addition, we have added challenges to the scenarios and several novel scenery elements to give you more ways to play *RollerCoaster Tycoon 3*.

Menus and Loading Boxes

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

When 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: Wild!*

Finally, anytime you open a load screen, saved games from *RollerCoaster Tycoon 3: Wild!* will be marked by the same "Wild" tiger icon, indicating that the expansion pack is required in order to play that saved game.

RCT Wild manual 9/16/05 1:01 PM Page 6

CHANGES TO THE IN-GAME INTERFACE

This section describes the changes to the game interface where new features may be accessed or adjusted.

Mouse Wheel Support

All menus, lists and dialog boxes that also include a vertical slider that can now be scrolled using the mouse wheel.

Control Key Support for Building Structures

Players who build structures will now be able to use the **Control** key to construct elevated elements. See "Using the **Control** key to Build Elevated Scenery and Structures" on page 18.

Game Options

Warning: Only make adjustments to game options if you know 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.

Game Settings

Enable Live Content – This check box tells the game to connect to the internet and get updated ads for billboards and brands for custom stalls.

Graphic Settings

The following new options 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. (To build laser shows, you must have the *RollerCoaster Tycoon 3: Soaked®!* expansion pack installed.)

Anti-Aliasing Quality – This drop-down list allows you to select the amount of anti-aliasing that will be performed on the in-game scenes. Level 3 provides the highest degree of anti-aliasing.

Use Environment Map On Flowing Water – When checked, adds additional properties to bodies of flowing water, including the reflection of the environment on the surface.

Park Management

Staff

After you place an entertainer in your park, one of the uniforms available is a Tiger costume. In addition, you can hire an Animal Keeper to look after the animals you've added to your amusement park. **Note:** Animal Keepers are not required for Lion Show, Tiger Show or the Elephant Transport Ride.

Attractions

Within the Attractions window, two additional options are available: Viewing Galleries and Animals. Click on these icons to display the list of each, giving you easier access to managing these attractions.

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.

Additional Themes

Some of the object placement windows (such as rides, shops, and scenery) now include selections for two added themes, Prehistoric and Safari.

Additional Rides

Animals and Enclosures

Several rides have been added to the various categories under the Rides button. In addition, two buttons have been added to the Rides menu, one for purchasing animals and another for building animal enclosures. Animal enclosures should be built before purchasing any animals. See the tutorials for Building Animal Enclosures and for Performing Animal Care for more information.

Additional Scenery

Four 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 new themed area. This allows you to quickly add blocks of terrain to create terraced landscapes and elevated scenery. **Note:** Tunnels and waterfalls may only be created using actual terrain and not these terrain surfaces.

Speaker Objects

Loud speakers have been added to both the selection of Path Extras, and to the selection 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, and a higher park rating.

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 clicking on a Passport Station and 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.

Billboards

Real-world sponsors may now advertise in your amusement parks! Within the list of Scenery buttons is a button for adding billboards. These billboards may be updated with new advertisers while connected to the Internet. Income for your amusement park can be generated by adding these billboards. You may also add your own images to billboards, by using the “Custom Images” option.

Additions to the Dashboard

Escaped Animal Indicator

From time to time, an animal may escape from its enclosure causing some park guests to flee and stop spending money. Click the indicator to enter the DartCam and right-click to toggle Sniper mode. After shooting and hitting an animal with a tranquilizer dart, it will lay down and a crate will appear around it indicating it may be picked up and placed in an animal enclosure. **Note:** Escaped animals may not be sold until they have been recaptured and placed in an animal enclosure.

RCT Wild manual 9/16/05 1:01 PM Page 10

Additional Terrain Tools

Waterfalls

Added to the terrain tools buttons is a new selection for creating waterfalls. See "Creating Waterfalls" on page 19.

Tunnel Enhancement

You can now tunnel coasters into any angle of terrain including vertical, rather than just through horizontal surfaces.

Customizable Shops

The selection of stalls now includes Custom Stalls. After placing one of these shops, you can choose the type of item which will be sold from them. For example, if you want your Custom Stall to sell the same set of items that are normally sold at the Wild Toys shop, just select "Wild Toys" from the drop-down list in the shop's Sold Items window. Also available are Custom Stalls with various types of billboards attached, which can have custom images or real-world ads assigned to them.

Placing Assets Underground

You can now place scenery items, rides and shops underground by holding the **Shift** key and dragging the mouse down. This is useful for adding elements to the underground tunnels you've constructed

Animals

One of the most exciting new features in *RollerCoaster Tycoon 3: Wild!* is the ability to add animal exhibits and safaris to your amusement parks. To add an animal exhibit, you must first build a fenced enclosure to keep the animals (and your guests!) safe.

Create Enclosures

Click on the Rides button and then click on the Enclosures button to open the Enclosure construction panel. This changes your cursor to a ghosted 1x1 enclosure square. Click on an open space, hold the mouse button and drag to create an enclosure. Release the mouse button once you've dragged an appropriately sized enclosure.

To add to an existing enclosure, just click inside or adjacent to it, hold the mouse button, drag to expand the area, and release.

You can select different types of enclosure fencing by selecting an enclosure fence type in the Enclosure construction panel.

To delete an enclosure fence, click on the Trash button in the Enclosure construction menu, hold the mouse button and drag over the part of the enclosure you want to erase.

For best results, flatten the terrain for your animal enclosures before constructing any enclosure fences. This will allow you to add Animal Houses where both animals and animal keepers may more easily use them.

Purchase Animals

Once you've built an enclosure, you can add animals. To do this, click on the Rides button and then click on the Purchase an Animal button. This displays a selection of available

animal types. Click on the small “plus” sign next to an animal type to display male and female, adult and infant purchase prices.

Click on an animal and an animal crate will be attached to your pointer. Move the crate over the spot where you want the animal delivered and click to drop the crate and deliver the animal.

Animal Houses

In order to keep your animals happy, you need to build them an animal house, where they can feed and find a bit of privacy away from the adoring park guests. To add an animal house, click the Animal House button on the Enclosure panel. This will display icons for different types of animal houses. Hover your mouse over each icon in the Animal House construction panel to see a list of all the animals for which each animal house may be used. Click on the appropriate type attach an Animal House to your cursor. Click inside of any existing enclosure to place it there.

Viewing Galleries

Viewing galleries are structures where you can charge your park guests to get a close-up view of the animal exhibits in your parks. To create a viewing gallery, select the Viewing Gallery button in the Enclosure construction panel, and then select the desired size of the viewing gallery you want to add. A ghost image of the viewing gallery will appear. Move the pointer over the fence of the enclosure and click the mouse button to place it there.

You can add as many viewing galleries as will fit on the fences of an enclosure. Viewing galleries must be connected to the main path and opened like other attractions and shops.

Animal Window

Click on an animal to bring up the Animal control panel associated with it. Click on the Animal Details button to rename the animal, center the camera on it, activate the AnimalCam, sell the animal, release it, or pick it up.

Click on the Animal Stats button to see important information about the animal, including the animal’s current health level, its satisfaction with its habitat, hunger and thirst levels, its current social satisfaction levels, and the animal’s level of cleanliness. Keep hunger and thirst low and all the other levels as high as possible to keep park guest enjoyment high and to prevent the Animal Protection League from confiscating the animal.

To affect these levels, add enough animal houses to allow all the animals in the enclosure to feed at will, and add enough highly trained Animal Keepers to refill the food troughs and clean up after the animals.

Click on the Thoughts button to see what the park guests think about this particular animal.

Click the Animal Info button to display a panel with details that will help you decide what scenery, terrain types, enclosure size and vegetation to add to the animal’s enclosure. In this panel you’ll also find information indicating gestation period and average size of litter, as well as the animal’s rarity factor (which will determine the sale price of the animal or its offspring).

Animals have an Adoption Fee button, which allows you to raise funds from park guests for food and healthcare of that animal. Each time a guest sees an animal, there is a chance that they will decide to adopt it. Make sure you take very good care of an animal that has adopters – if the animal’s health decreases too much or you raise the adoption

fee too high, the guest may stop his or her payments. Income obtained through adoption fees is added to your cash amount. Park guests who adopt animals will also experience an increase in their happiness levels.

AnimalCam

Once you have animals in the park, you can see the world from their perspective using the AnimalCam. The AnimalCam works just like the CoasterCam. To activate it, double-click an animal to bring up its Animal control panel and then double-click on the mini-view of the animal to open the AnimalCam. To turn off the animal's camera, or switch to another camera, move the cursor to the bottom right of the screen and click on that option.

Enrichment

You can purchase enrichment objects from the Enclosure construction panel that will help your animals have a happier, healthier existence. Select an enrichment object and drop it into the enclosure. The animal will play with the object and become happier. The enrichment object will slowly degrade as the animals use it, so you'll need to replace the objects periodically.

Predator/Prey

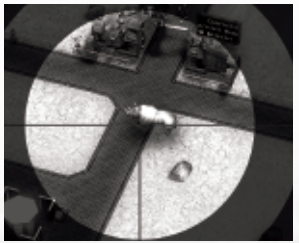
Predators will attack prey. For example, if you drop a lion in an enclosure with several zebras, it may get hungry and decide to have one of the zebras for a snack. You will lose any investment in animals that fall victim to a predator, including all adoption income.

It's best to keep carnivores of the same species in an animal enclosure reserved just for them. Herbivores may be mixed together in the same enclosure provided you have enough room and enough of the appropriate types of animal houses for each animal.

Breeding

To allow breeding, an adult male and female animal of the same species must be in the same enclosure, must be very healthy and must have not recently bred. The enclosure must also have space for another animal. When one of your animal pairs breeds, you will be notified via the dashboard.

Dart Cam



If an animal escapes – either through fence breakdown or deliberate placement, you must use DartCam to capture it. Click on the escaped animal and then click on the Dart button, or click on the flashing icon in the dashboard. This enters the DartCam. Move the camera by holding down the left mouse button, cycle through escaped animals, or exit DartCam, by dragging the cursor over the panel in the bottom-right of the screen.

Toggle the crosshair by pressing the right mouse button. When the crosshair is displayed, fire the rifle by clicking the left mouse button. Once the animal is tranquilized it will be crated up. Exit DartCam and click the crated animal to attach it to your pointer and drop it back into its enclosure by clicking there.

Prevent further escapes by clicking on a viewing gallery for the animal enclosure with the damaged fence, clicking the Maintenance button, and then clicking the Call For Repairs button. **Note:** A damaged fence for an animal enclosure cannot be repaired until at least one viewing gallery has been added to it.

Creating Lion and Tiger Shows

When you add a lion or tiger show, it will come with a default show. You may customize the show by clicking on the attraction, and clicking the MixMaster button (found in the lower-right corner of the attraction control panel). You may also add music and other show elements (such as fireworks) to a lion and tiger show.

Finally, add an entrance and exit, connect a path to exit and entrance and 'open' the show just like other attractions.

After you've placed the show, you can customize the show by clicking the RCT3 MixMaster button found in the Show control panel.

The RCT3 MixMaster sequencer interface allows you to choreograph moves in any order you want by clicking in the timeline. To preview the show, move the mouse backwards and forwards to 'scrub' through the sequence you've created or click the Play button. Save your show just like you save a firework shows.

Rides with Extra Features

The following are some of the coasters included in *RollerCoaster Tycoon: Wild!* that include extra features:

Splitting Coaster

The Splitting Coaster is designed as two sets of connected track, each of which supports its own independent vehicle or train of vehicles. The track is designed to split and reconnect throughout the ride, and the seats can be fixed or rotating. See the Tutorials for instructions on how to build a Splitting Coaster.

Towering Coaster

The Tower Coaster track is based around a main tower structure, which incorporates a vertical lift hill and overhanging drop. The drop itself is so extreme that magnetic braking systems in the tower are used to prevent the car from inducing forces of more than 6 Gs in its passengers.

Robotic Coaster

This coaster uses a robotic arm with seats on the end, modified to run along a heavy Wild Mouse-style track. The robotic arm's parameters may be set for each track piece. After building the track, select a track piece, and then click the Edit Robot Arm Angles button to show the settings selections panel of the Coaster construction panel.

Tick the Enable box and then choose the values for each of the four settings. The four settings are:

1. Seating Compartment Roll
2. Forearm Pitch
3. Upper-arm Pitch
4. Coaster Car Yaw

Modify the arm's settings by clicking on the various spinners. The Robotic Arm will change position to reflect the settings. Along the right edge of the panel are buttons that allow you to copy the values from the previous track piece, the next track piece or the reset the values to zero.

A blue ghost version of the arm will appear on the track pieces where the roll, pitch and yaw values are enabled and whose settings are different from the previous track piece.

As the arm travels along the track, it will move smoothly between the settings of one track piece and the next.

Dizzy Dropper Coaster

The Dizzy Dropper coaster runs on a specially constructed 'sideways' track, giving the riders an unobstructed view out over the park. The cars are flown by autopilot.

RCT Wild manual 9/16/05 1:01 PM Page 18

OTHER *WILD!* FEATURES

Tutorials

RollerCoaster Tycoon 3: Wild! includes tutorials for several of the new features, including how to construct Animal Enclosures, Wild Coasters, and Safari Transports; how to conduct Animal Care; and how to customize Lion and Tiger Shows. The tutorials can be found in the main menus of the game.

Hiring the Animal Keeper

The Animal Keeper is an employee added to the list of staff members available in *Wild!* and has employee options similar to other staff members and is needed for looking after the care and feeding of animals in your park. When an animal house is added, one keeper is automatically hired. But as the population for an animal enclosure grows, additional animal keepers may be required to keep the animals healthy.

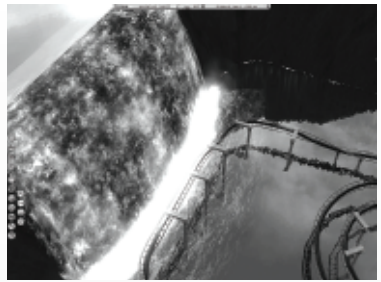
Note: Animal Keepers are not required for the lion show, the tiger show, the elephant transport ride, the insect, reptile, or nocturnal animal houses or any animals appearing in your park from other expansion packs.

Using the Control Key to Build Elevated Scenery and Structures

A new and 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. 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 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 "Multi-tile freeform terrain shaping" tool. Next, create a pit on the raised area 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 you want the water to 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 flat / straight edge over which you want the water to flow.

Finally, click the Waterfalls button to activate the waterfall function, then first 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 a) the length of the flat / straight edge on the raised water body; and b) 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.

CREDITS

ATARI

PRODUCT DEVELOPMENT

Ken Allen
Senior Producer

Hudson Piehl
Executive Producer

Tim Perry
Directors of Technology

Sara Hasson
Project Planning Coordinator

SALES, MARKETING AND COMMUNICATIONS

Eric Horowitz
Brand Manager

Matt Collins
Director of Global Brand Management

Nique Fajors
Vice President of Global Brand Management

Marc Metis
Senior Vice President Marketing

Andrea Schneider
Director of Public Relations

Martin Currie
Vice President of Marketing, Creative Services

Maleea Barnett
Vice President, North American Sales

Wim Stocks
Executive Vice President, North American Sales

Ryan Barr
Vice President, Corporate Communication

Christine Fromm
National Channel Marketing Manager

David Leitner
Director of Media

Don Vu
Senior Web and CRM Manager

Jason Hartnell
Internet Development Group

Ken Ford
Director of IT and Web Strategy

OPERATIONS

Todd Curtis
Vice President, Operations

Eddie Pritchard
Director of Manufacturing

Gardnor Wong
Senior Buyer

Venus Francois
Senior Buyer

Lisa Leon
Lead Senior Buyer

Tara Moretti
Manufacturing Buyer

Veronica Franklin-Smith
Traffic Manager

Kurt Carlson, RedSheet, LLP, Essex, MA
Documentation Specialist and Copywriter

Morgan Tomaiolo, RedSheet, LLP
Graphic Design and Layout

QUALITY ASSURANCE AND SUPPORT

Ezequiel "Chuck" Nunez
Manager of Publishing Support

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Michael O'Shea
Q.A. Testing Supervisor

Kevin Hogan
Lead Tester

Brian Lerias
Assistant Lead Tester

Anu Anthony
Marshall Clevesy
Devin Dinardo
John Fernandes
Evans Kwok
Quang Nguyen
Daniel Olmos
Brian Salwasser
Jason Shields
Joe Taylor
Robert Tibbetts
Testers

Dave Strang
Manager, Engineering Services and Compatibility Lab

Ken Edwards
Engineering Services Specialist

Dan Burkhead
Eugene Lai
Engineering Services Technicians

Piers Sutton
Beta Testing Administrator

Chris McQuinn
Senior Compatibility Analyst

Patricia-Jean Cody
Compatibility Test Lead

Randy Buchholz
Mark Florentino
Scotte Kramer
Cuong Vu
Compatibility Analysts

Joy Schneer
Director, Strategic Relations

Arthur Long
Strategic Relations Specialist

Cecelia Hernandez
Senior Manager Strategic Relations

Special Thanks

Bob Welch, Paul Hellier, Lisa Vogel, John Hurlbut, David Pucik, Matt Labunka, Ann Mangold, Highwater Group of New York, Brett Cooper, Tyler Rowe, Gene Rasmussen

RCT Wild manual 9/16/05 1:02 PM Page 22

Frontier Developments

Chris Sawyer, David Braben
Executive Producers

Jonny Watts
Producer

Oscar Cooper
Lead Programmer

Sam Denney
Simon Brewer
Lead Artists

John Bichard
Ian Collinson
Andrew Fray
Andrew Gillett
Elizabeth Gordon
Rick Griffiths
Matthew Halpin
Harpreet Nanra
Programming Team

Gary Bickmore
Simon Brewer
Marc Cox
Dariusz Drobnica
Stefan Scheffers
Dean Searle
Hayden Scott-Baron
Martin Squires
Art Team

Zafer Coban
Felix Ilsley
Gerard Huke
Milan Medvec
Animation Team

David Scantlebury
Patrick Byrne
Tim Hughes
Jon Lewis
Peter Halpin
Game Engine Team

Stephen Duncan
Felix Isley
Andrew Thomas
Alex Smyth
Track Design Team

Charlie Bewsher
Stuart Fraser
James Taylor
Level Design Team

Michael Brookes
QA Supervisor

Colin Davis
Michael Michael
Testers

Alistair Lindsay
Music

Alistair Lindsay
Sound Effects

David Walsh
Managing Director

Marjacq Micro Ltd.
Representation

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:

ataricommunity.com

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

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

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.

RCT Wild manual 9/16/05 1:02 PM Page 24

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.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

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.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-

INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

Legal Notices

© 2005 Atari Interactive, Inc. All Rights Reserved.

RollerCoaster Tycoon® 3: Wild! game © 2005 Chris Sawyer.

Programming © 2005 Frontier Developments Ltd. All Rights Reserved. All trademarks are the property of their respective owners. Developed by Frontier Developments Ltd.

Pentium is a trademark or registered trademark of Intel Corporation or its subsidiaries in the United States and other countries.

Manufactured under license from Dolby Laboratories.

Portions utilize Microsoft Windows Media Technologies. Copyright ©1999-2002 Microsoft Corporation. All Rights Reserved.

ATI and RADEON are trademarks and/or registered trademarks of ATI Technologies Inc.

Portions use Massive ad-serving technologies. Copyright ©2005 Massive Incorporated. All rights reserved.

This game incorporates technology of Massive Incorporated ("Massive") that enables certain in-game objects (e.g., advertising) to be temporarily uploaded to your pc and replaced in-game while connected online. As part of that process, no personally identifiable information about you is collected and only select non-personally identifiable information is temporarily logged. No logged information is used to determine any personally identifiable information about you. For full details see http://www.massiveincorporated.com/privacy.htm.

09165

RCT Wild manual 9/16/05 1:02 PM Page 30

PC MANUAL BACK COVER