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WELCOME!

Welcome to *Corkscrew Follies*, the official add-on for *RollerCoaster Tycoon*. Inside the gate are new and exciting game features for you to explore and discover. You'll enjoy:

- New Scenarios;
- New Roller Coasters;
- New Attractions—Rides, Ride Enhancements, Stalls, and Shops;
- New Colors and Ride Painting Techniques;
- New Landscaping Items;
- New Themes;
- New Entertainers;
- and other new tools!

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

HOW TO GET HERE

There's only one way to get to the ***RollerCoaster Tycoon™: Corkscrew Follies.*** 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 ***Corkscrew Follies*** 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. ***Corkscrew Follies*** 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; ***Corkscrew Follies*** takes up a little extra.

♦ 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: Corkscrew Follies*** 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. **Corkscrew Follies** is an add-on to the original game, and cannot run without it.

Corkscrew Follies 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: Corkscrew Follies** CD in it, and close the drive.

♦ **Corkscrew Follies** is a Windows® "AutoPlay" CD-ROM. That means that just putting the disk in the drive for the first time starts up the installation program.

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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; **Corkscrew Follies** 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

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have the hard disk space to spare, doing a Full installation can make the game run faster.

♦ *Corkscrew Follies* 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: Corkscrew Follies* CD-ROM in the drive.

♦ Click the Play button.

To play later:

♦ Make sure that the *RollerCoaster: Tycoon Corkscrew Follies* 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

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

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

♦ **New Scenarios:** The new scenarios show up on the list just like the original scenarios. Enjoy!

♦ **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.

♦ **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.

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

PAINTING YOUR RIDES

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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♦ Your computer's processor and its speed (such as a 200MHz Pentium)
♦ Your computer's brand and model
♦ Total RAM installed in your computer
♦ Version of DirectX drivers
♦ CD-ROM brand and model name
♦ Video card brand and model name
♦ Sound card brand and model name
♦ Mouse brand and version number of mouse driver
♦ Joystick brand and model name
♦ Any error message you see in the game

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