

RCT RULES!

RCT the pinball rules mimic the computer game rules of the same name. The main objective is to increase the amount of guests to your current park while working towards becoming a Park Tycoon. Upon completion of the 6 FUN modes your park becomes full and no more guests will be added to the park until you complete Park Tycoon. After completion of Park Tycoon you start a new park with your guest count being reset.

There are various attractions at your park including, four roller coasters, The Chicago Loop, The Flying Ghost (Blue habit trail), The Flying Turns (Red habit trail) and The Rocket (Yellow habit trail). There are also the Bumper Cars, The Scrambled Eggs, Dunk the Dummy sideshow, A Handyman, Kiosks, and an Information Booth.

Adding guests to your park can be done in a variety of ways:

Skill Shot: There are three Skill Shots upon plunging the ball. First a short plunge will fall into the Kiosk hole and will reward 100,000 points and 100 guests and increases by 50,000 and 50 guest each consecutive successful plunge. A slightly harder plunge will land behind the Handyman target which will begin a FUN mode. A full plunge will be stopped at the ABC lanes and drop down to the bumper cars. I would argue that you should just use a full plunge so the ball ends up in the pops as they are essential to increasing your guest count in the park.

The three pop “Bumper Cars” can really add guests to your park quickly. Each hit awards 10 guests to your park (a max pop bumper that is flashing rewards 15 guests to your park. If that was not enough, after the first 10 hits they reward 50 additional guests. Next 20 hits awards 100 additional guests, next 25 hits awards 200 guests, next 35 hits awards 400 guests, and maxes out at 50 hits that awards 500 guests! The pop bumpers strength is variable also and increases with each successful upper loop shot (not lit lowest power, lit slightly higher power and flashing is max pops!). Exploiting the pops can help you to achieve closed parks with 15000 guest counts.

Open roller coasters reward you 65 guests each hit (see multi-ball explanation for how to open roller coasters). If you have The Chicago Loop and The Flying Ghost roller coasters open and hit them consecutively you can really build your park guest count quickly. If they are both lit and you start Boo Time you can substantially add guests quickly. Closed rides still reward 20/25 guests each shot. The Rocket Coaster rewards you with a random guest award and is very rewarding after you complete your first park.

Some of the Fun modes really add guests to your park if you perform them well. How many guests you have in your park is what determines your end of ball bonus, the more guests in your current park the higher the bonus. At default the extra ball insert is lit at 1500 guests, Special lights at 15000 guests.

A-B-C lanes: Completing ABC increases the bonus multiplier. An ABC lane is spotted with each upper loop shot. Extra ball lights at 6x the first time you complete, special will light on consecutive completions.

Multi-Ball: First you must open two of the four roller coasters, locking 2 balls by shooting The Chicago Loop or The Rocket, and then shooting the Flying Turns or the Rocket to begin multi-ball. The game starts with one ride in construction.

You can begin construction on multiple rides by completing the three drop targets which will add a ride and begin its construction. You can see the status of each ride by the RED, YELLOW, and GREEN insert lights that correspond with each ride. To open the ride you simply shoot the ride and it will spot one of the lights, shooting The Rocket coaster at any time will also spot a light on a ride you are constructing towards multi-ball. When the light is green the ride is now open and you can lock a ball by shooting either The Rocket or The Chicago loop coaster.

Your first multi-ball requires you open two rides to begin, The second multi-ball requires three rides and consecutive multi-balls require all four rides to be open. The Jackpots for the multi-balls increases with each one achieved for your active park. When your park is full and you complete Park Tycoon any multi-ball you were working on will be reset as you are no longer working on the same park. So if you are close to a multi-ball it would be wise to complete it before becoming a Park Tycoon.

*Secret 2 ball Multi-Ball: This is something that just happens if you happen to get more than one ball past the left diverter or a ball from the rocket makes it into the lock before the game launches the locked ball into play. You will hear the dummy say, "Oh no two for one!" the game will launch the two balls and you have a jackpot shot that when collected moves to another ride until you lose one of the balls.

Boo Time: To get this mode you will have to spell G H O S T by hitting the standup target between The Flying Ghost and The Flying Turns ramp, then hitting the Ghost that drops down and blocks The Flying Ghost ramp. Once started you hit any of the shots with a switch to score boo back time reward that starts at 75,000 per shot and adds 50 guests to your park. The point value increases 10,000 points with each successful hit of the Ghost that drops. This is a 30 second timed mode. Looping The Chicago Loop and The Flying Ghost coaster is very rewarding especially if you have those coasters open.

Kiosk: There are five Kiosk's labeled by inserts, Drink, Burger, Cotton Candy, Fries and a ?. You construct the five Kiosk's in order starting with the Drink Stand. You light extra ball upon construction of the ? Kiosk the first time through. Subsequent completions lights Special in the out lanes. To construct a Kiosk you either you can hit the three EAT stand ups on the first build of each or by successfully hitting the cross board shot with the little flipper when the shot is activated. Subsequent builds require you to hit the cross board shot when activated. The shot will activate by either spinning The Scrambled Eggs or when the ball exits the pop bumpers. Entering a Kiosk when not

activated will reward you with a purchase from the currently constructed Kiosk or if none are built will reward 25,000 points.

Info Booth (scoop shot): Hitting the scoop when it is not lit will reward a random amount of guests. Hitting the scoop when lit will spot an achievement randomly. You can be rewarded with various rewards such as instant multi-ball, Extra Ball, instant Jackpot shot available, points, guests etc. etc. You re-light the Map insert by spinning The Scrambled Eggs.

FUN MODES: These modes are started by getting the ball on the backside of the Handyman Target. By default the Handyman will start ready to go at the beginning of each ball. After a Fun mode is completed you shoot The Flying Ghost to activate the Handyman mode start again.

Super Dunk: When this mode is started you have 45 Seconds to dunk the troll. You dunk him by hitting the three drop targets to the right of the troll, hitting the red and blue standup to the left of the troll, or by hitting the Rocket roller coaster. Each dunk awards 75,000 to start and increases 10,000 points each successful shot. Each dunk also adds 50 guests to your park.

Power Ride: Power ride is a fun and fast two ball multi-ball mode. The goal is to increase your score and guest count by successfully shooting The Chicago Loop, Flying Ghost, and the Rocket. Each successful shot will net you 50 guests and 75,000 points increasing by 10,000 each successful shot. Getting both balls to follow each other from the Chicago loop to the flying ghost and repeating is really intense and fun and nets you some great points while increasing your guest count in your current park.

Toss Your Cookies: The goal of this mode is to increase the score countdown to build it to its max out at 1 million points and 1000 guests then ending the mode by hitting the handyman. You increase the points by shooting the Chicago Loop and Flying Ghost coasters which increases the value and makes the guests who are sick well you will see...LOL. The value is constantly decreasing over time and if it reaches zero the mode will end. The ratio to guest count to points is linked, each 100,000 points equals 100 guests.

Dancing Digits: Simple mode here. Hit the standup targets or shoot The Rocket 4 times to complete the mode. Each successful hit will reward you with 75 guests. Completing the mode rewards around 1.3 million in points.

Spin & Bump: The goal of this mode is to hit the scrambled eggs which gives you a random value of guests added to your park, could also award other rewards, extra ball is possible on second spin and special in lane lights is possible on third spin. Pops are at max.

Dunk The Dummy: This mode is similar to Super Dunk but you only get 30 Seconds. Each dunk awards 50 guests and 75,000 points.

Park Tycoon: After you complete all the FUN modes your park closes and no more guests can enter. You start Park Tycoon by looping behind the handyman target. Park Tycoon is a timed event where the goal is to collect jackpots on each of the following 4 rides, The Scrambled Eggs, The Chicago Loop, The Flying Ghost, and The Flying Turns. The number of guests you acquired in your full park determines the value of each park tycoon jackpot.

To collect a jackpot from the ride you must open the ride then ride it. After you collect your first jackpot you can shoot the Super Jackpot (Rocket Coaster) which will reset all the rides to closed. You should try and collect all four jackpots before you do this as each of the four jackpots multiplies the Super Jackpot value. Once you collect the Super Jackpot you try and do it again before your Park Tycoon mode times out.

I would not consider Park Tycoon a wizard mode per se but rather a bonus round for completing your park with a high amount of guests to rack up some points. This is the objective and the way to successfully build a high score on this game. If you can become a Park Tycoon 2 or more times in a game you will have good score. Usually your guest counts will be much higher on your second park as you accrue guests faster..usually due to the Bumper Cars.

To just rush and become a Park Tycoon with few guests by timing out the modes kills the fun of the machine in my opinion and will not net a very high score.

Easter Egg: In attract mode LLR LLR LLR LLR LLR LLR

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Questions, suggestions, comments:

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