Roller Coaster Tycoon

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COMP 585 Game Critique
Background

- An amusement park construction and management simulation game series
- Developed by: MicroProse and Chris Sawyer
- Music Composed by: Allister Brimble
- Published by: Hasbro Interactive
- Release Date: March 31, 1999
- Platform: Xbox and PC; Originally released for Microsoft Windows, ported to Xbox on March 25, 2003; has mobile and Nintendo 3DS installments
Game Overview

- **Goal:** To build and maintain an amusement park and fulfill the given objectives in each preset scenario
- **Restraints:** Time
- **Navigation**
- **Display:**
  - View of amusement park
  - HUD
- **Challenge:** Balance guest moods/demands and money
- **Teaches design and business management**
- **Replayability -** unlocking different scenarios
Game Elements

- Rides and Attractions
  - Research and Development
- Staff
  - park upkeep
- Landscape
- Weather
- Costs/Revenue
- Guests
  - Individualized personalities (AI)
  - Demands
- Beauty of the game: Incorporates design and economics
Iceberg Islands
Alternate Modes of Gameplay

- Sandbox Mode
- “Death Park”
Expansion

- Roller Coaster Tycoon 3D
- Favored for its sandbox mode and aesthetics - art game
- First-person POV
Reception

- PC version popular for originality and success in simulating an amusement park
- Rated 8.6/10 on GameSpot and 8.5/10 on IGN
- Aggregate score of 87% on GameRankings for PC version
Walkthrough

- https://www.youtube.com/watch?v=4Rdd0d6AW8I