

“The Vision & the Goal Is More Important Than the ‘Rolle-rcoaster’ Tycoon”:

Using RCT2 to Teach Leadership & Economic Principles

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The Vision & the Goal Is More Important Than the ‘Rolle-rCoaster’ Tycoon**THE PREMISE**

The art of effective management is just that – an art, not a science. When one is thrust into a management role, willingly or unwittingly, $A^2 + B^2$ doesn't inevitably equal C^2 . The reality is that there is no magic formula to management, and yet society can boast of many successful leaders. Today, Bill Gates, Warren Buffet, and Jack Welch are three such examples of those who have enjoyed the fruits of executing successful management strategies. Back in the 1950's, a man by the name of Walt Disney also fell into this category, building the “Happiest Place on Earth” – Disneyland.

Disney had an unwavering focus to bringing the world quality, family entertainment, facilitated by an array of endearing ambassadors and enchanting rides. The ambassadors were not, however, limited to the appeal of big-eared rodents, quirky ducks, or beautiful princesses, and the rides were not necessarily the spine tingling ones found at many theme parks today. The true genius behind the Disney Empire was its founder's ability to effectively establish and share his vision for how to launch wholesome family entertainment with a united staff that understood and supported that vision. The result was, is, the most well-known theme park in the world.

The ability to create and maintain a clear vision in business, followed closely by the “know how” of molding a team to meet that vision, are two of them most important criteria in establishing a successful business, or brand. Consequently, absorbing these two critical concepts will ultimately become two of the most pivotal factors behind successfully completing our management simulation: *“The Vision & the Goal Is More Important Than the ‘Rolle-erCoaster Tycoon.”*

THE PROJECT:

The goal of the project is to amend the traditional, “read the text – take a test” model of instruction by exposing you to a variety of leadership principles and then by allowing you to apply what you’ve learned through the video game RollerCoaster Tycoon 2 (RCT2). Over the next two weeks, the objectives of how to learn: **1) *The Steps for How to Establish Corporate Vision***, and **2) *How to Work Cooperatively*** will allow you to learn leadership principles with thru interactive, “real world” exercises.

THE GAME:

RollerCoaster Tycoon 2 is an incredibly realist video game simulation, played on PC, which provides players a myriad of issues with regard to building a theme park from scratch. Gamers experience everything from resolving land management and construction issues, monitoring environmental health and safety questions, facilitating human resource needs, and strategizing and initiating marketing & promotion objectives. In addition to the realism involved, RCT2 is just plain fun, as noted by gamers all over the web – including GameSpy.com (10/30/02).

THE OBJECT :

The basis of the project are the same as that of RollerCoaster Tycoon 2 itself, which dictates that your group is, “to have at least 1,500 guests in your park at the end of October, Year 4, with a Park Rating of 600” (RCT2, Park Information Icon, Objectives). Over the course of the next two weeks, six groups of four students in Mr. Underwood’s senior-level Honors Economics class will compete to achieve an understanding of valuable leadership principles while applying them against a realistic corporate backdrop. Our block scheduling will give us valuable time to absorb the game.

THE PLAYERS:

The project, and RCT2, requires that groups of students work cooperatively to handle the day-to-day operations of a building and managing a successful theme park. One of the first tasks will be establishing roles, or positions. During the first few days of the project, each group member will “apply” for one of the four jobs that each team must fill with one of its group members. Proper administration of each job will have a significant bearing on how the game is played. The four jobs that must be filled include: 1) Architect / General Contractor; 2) Human Resources Director; 3) Marketing & Finance Director; 4) Park Manager. (Note: When applying for a position, students will rank their interest in each job in order of first choice, second choice, etc.)

THE MARKET

Here’s the beauty of it...Not only is each group playing against the game to creating a thriving park (based on the game’s ground rules), each group is also competing against the other groups in their class, as well as against the groups in Mr. Underwood’s other Honors Economic classes and those in Mr. Laulhere’s classes. Daily cumulative totals – for all classes - will be posted on the Social Studies website.

THE ASSESSMENT:

The grading for each individual group is broken into thirds. (33% for journal entries, 33% for the final paper, and 34% based on group’s final score in RCT2). The 1,500 guest / 600 park rating plateau will be combined to form an index of 2,100, which, if achieved, would allow a group to receive a full 34 percent for that portion of the grade. Groups who earn a minimum of 1,890 will receive 90%, 1680 min = 80 %; 1,470 = 70%; 1260 = 60%, and below. Scores in excess of 2,100 represents extra credit.

THE RESOURCES:

You will soon find that your greatest tools to successfully completing this project will be realized in the application of the principles being taught. The basis for acquiring these skills will be facilitated through the assimilation of **five key reference materials** to be interspersed throughout the project: **1)** Reading selected chapters of bestselling author John Maxwell's book, "The 17 Indisputable Laws of Teamwork"; **2)** Using the reference section found, herein, to expand your perspective on various leadership principles; **3)** Spending at least one day visiting one of Southern California's many theme parks observing and noting successful management strategies; **4)** Identifying and melding the unique gifts and talents of your organization (a.k.a. your group); **5)** Collectively unifying and applying your new-found knowledge through the highly-popular video game "RollerCoaster Tycoon 2".

THE STANDARDS:

RollerCoaster Tycoon 2 is rife with opportunities to satisfy state standards. Under Social Science / Economics, 12th Grade, RCT2 satisfies no less than five (5) California Standards and Frameworks. Sections 12.1 – 12.5, under "Principles of Economics" provide specific frameworks that directly correlate with project objectives.

12.1.2 - Explain opportunity cost and marginal benefit and marginal cost.
(Cost-Benefit analysis)

12.1.3 - Identify the difference between monetary and nonmonetary incentives and how changes in incentives cause changes in behavior.
(Pricing incentives)

12.2.1 - Understand the relationship of the concept of incentives to the law of supply and the relationship of the concept of incentives and substitutes to the law of demand. (Supply & Demand)

12.2.5 - Understand the process by which competition among buyers and sellers determines a market price. (Marketing – Sales)

12.2.8 Explain the role of profit as the incentive to entrepreneurs in a market economy. (Expansion – Capital Expenditures)

RollerCoaster Tycoon 2 complements each of these standards by providing an interactive approach to internalizing these common principles that affect the economy on a daily basis. Using both cognitive and constructivist principles, RCT2 further reaffirms said standards as users experience realistic scenarios, the results of which are available minute by minute with the help of a financial ticker.

LESSON 1 DESCRIPTION:

The foundation of this exercise is for group members to begin using RCT2 to become acclimated with one of the first and most important paradigms in management: establishing and carrying forward a philosophy, or vision, for a business. In this lesson, groups will begin to explore one of the most important aspects of management: “The Law of the Compass.” Each team will begin to examine / form vision from Day 1.

In “The 17 Indisputable Laws of Teamwork”, author John Maxwell states, “Great vision precedes great achievement. Every team needs a compelling vision to give it direction” (Maxwell, 001, p. 91, ¶2). As each group taking part in the project will have equal time to learn RCT2, an equal number of players, and equal access to reference materials, the initial divider to your success may lie with complementary vision.

WEEK ONE: ACTIVITIES / FOLLOW-UPS / EXTENSIONS**LESSON 1 – OBJECTIVES**

- To explore the six check points of “Checking the Compass” (30 minutes)
- Demonstration on the various aspects / tools of RCT2 (15 minutes)
- Experience RCT2 as a group – Go through tutorials (30 minutes)
- Discuss Concept of: “Risk-Reward” (15 minutes)

Set-up: Lecture – (15 minutes)

In Chapter 7 of the text, John Maxwell discusses the importance of every team being on the same page with regard to vision. He likens the experience to looking at a compass for direction. This analogy is attached to the “The Law of the Compass”, which calls group members to look at establishing vision (***NOTE: For your project, this means what will be the philosophy behind your park; who are you trying to attract? And how will risk-reward affect it?***). To bring this point home, Maxwell encourages organizations to examine six important questions to establish vision (pages 92-96 in the text):

1. **A Moral Compass (Look Above) – Making decisions for the right reason**
2. **An Intuitive Compass (Look Within) – Identifying what drives you / passion**
3. **A Historical Compass (Look Behind) – Examine past attempts**
4. **A Directional Compass (Look Ahead) – Looking at specific goals**
5. **A Strategic Compass (Look Around) – Evaluating the resources for the job**
6. **A Visionary Compass (Look Beyond) – Determining long-term possibilities**

Activity 1: Reveal Groups / Introductions / Discussion - (15 minutes)

Now that we've had a chance to get a feel for what it takes to begin reflecting on vision, it's time to meet your team and begin discussing it with them. After the groups have been announced, take the next 15 minutes for everyone to introduce themselves and then ask them to consider this quote from Andrew Carnegie: "*A great business is seldom if ever built up, except on the lines of strictest integrity.*" Before starting the discussion, one member in the group will need to take responsibilities for taking minutes at this "staff meeting" and future meetings. The minutes, along with each person's journal entries, will to be evaluated as part of the grade attributed

Activity 2: In-class Demonstration of RCT2 – (15 minutes)

Our next step is not unlike your first day at work. After lots of introductions, which you've just done, you're likely to get lots of information to analyze. This may come in the form of an orientation, or training session. Well, this is your training session on RCT2.

Using the RCT2 manual you've been provided, follow along on the TV, as I provide you a quick tour that covers how to access various parts of the program. Each team member will have a chance to "play" with RCT2 in a minute.

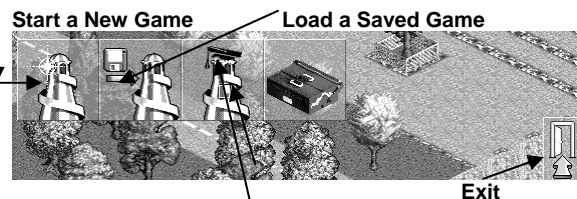
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Activity #3: Begin Learning / Experimenting – (30 minutes)

For the last thirty minutes of class, each employee will get seven minutes to help test drive RCT2 by using its three tutorials: **The Beginners Tutorial** to learn about the elements in the tool bars; **The Custom Rides Tutorial**, **RollerCoaster Building Tutorial**, or by starting an actual game. Please proceed in order.

Each of the tutorials is an interactive tour, where the mouse automatically takes the user through certain things function, but with prompts interspersed to facilitate Gameplay.

MAIN MENU



Tutorial (Team Member #1 - 7min.)

If you want to learn the basics of building and running your own park, or need a quick refresher, we recommend you click on **Tutorials** first. Tutorials are animated scenarios that feature step-by-step instructions and advice. Clicking on the **Tutorials** button displays a dropdown menu with the following choices:

Beginners – If you have never played *RollerCoasterTycoon* or *RollerCoaster Tycoon 2* before, we recommend starting here. If you played the original game but want a refresher course, this should be your first stop.

(Team Member #2 – 7 min.)

Custom Rides – Includes tips on making rides and a sneak peek at some new features. Start here if you have played *RollerCoaster Tycoon* before and feel confident in your park-building abilities.

(Team Member #3 - 7min.)

Roller Coaster Building – Whether you're an old pro or a newcomer, you can always learn something from the Roller Coaster Building tutorial.

Start A New Game

(Team Member #4 - 7min.)

This is where your fun begins! Click on the **Start New Game** button and you're on your way — but you're not inside the park yet. *RollerCoaster Tycoon 2* includes a number of park scenarios. What you see is the **Scenario Selection** window.

The scenarios are divided into five categories, indicated by tabs. Click on a tab to see the scenarios listed under that category. When you move the mouse cursor over a scenario name, information about that scenario is displayed on the right side of the window, including a summary, objectives, and the name and rating of any player who has completed it before.

Choose a scenario and click on the name to play it. Click on the **Close Window** button [X] in the upper right corner of the window to go back to the Main Menu without choosing a scenario. When you have completed a scenario, your success and your score are noted in the **Scenario Selection** window. Scenarios are divided into the following categories: **Beginner Parks** – These “entry-level” scenarios will help you get a feel for how the game works, and introduce you to the tools and techniques you'll need to become a full-fledged tycoon. **Challenging Parks** – These scenarios are the next step in your quest to be a tycoon, and will introduce you to further fine-points of park management. **Expert Parks** – Want a real challenge? Expert Parks pull out all the stops. If you successfully make it through these thorny trials, you can confidently call yourself a tycoon!


SAVING AND LOADING

The commands for saving and loading game files, track designs, landscapes and scenarios vary slightly depending on where you are in the game, but it is self explanatory once you understand the interface.

You can save your progress in a *RollerCoaster Tycoon 2* game at any time by clicking on the **Options** button (diskette icon) in the **Main View**, and selecting Save. Similarly, clicking on the **Options** button (diskette icon) while in the Scenario Editor will save the landscape you are currently tinkering with. To save a scenario, click the double-arrow button in the lower right corner that takes you through the steps of creating a scenario. The final step saves the scenario

Follow-up: Discussion on the concept of Risk-Reward (15 min.)

Over the last 45 minutes, you've watched and experienced the "mechanics" of how to access various parts of RCT2 and how to build and position selected elements. You no doubt noticed the two key screens in the bottom corners of the program. On the

bottom right RCT2 maintains a calendar and weather forecast  and on

the bottom left RCT2 maintains the fiscal vitals for your company. 

But did you happen to notice that even when you weren't actually doing anything that the initial \$10,000 to which your company was staked began to lose money every few minutes?

This is perhaps the best illustration of "time is money" that you'll ever see. This also very evident when you see the little dollar signs float away when you build something. And though you didn't experience it yet (since the game always begins in October), you can often times lose money during the Winter (or simply when it rains), as you can't build. Welcome to Donald Trump's world!

Our final exercise of the day ties the loop on our initial look at "The Law of the Compass". The first discussion essentially dealt with "Moral Compass" – making decisions (establishing vision) on solid ground. Now, you must look at the rest of the law and balance that with a term called: ***Risk vs. Reward***, which means "Is the risk you're taking (not only in business, but in life too) worth the reward?" This is a common question in businesses as executives wrestle with asset allocation, which you will be deciding upon with your park. (Example: Build a Merry-go-round for \$450 or The Real RollerCoaster Medusa for \$2,000). Of course, this all comes back to your vision. What will your park be all about? Begin the discussion here, and continue it in your extension.

EXTENSION – DAY 1

- Now that you've had a full period of hearing about the process of establishing vision, coupled with experiencing the value of the dollar in RCT2, I would like you to write a paper using the six points in the Law of the Compass to apply what YOUR initial thoughts are about what vision / philosophy your park should embody. The paper should be in APA format and should be included in your group's journal.
- Read Maxwell's "The Law of the Big Picture" pages 15-27.
- Consider which of Southern California's theme parks you'd like visit and study for ideas on how to make your group's project even better when the game goes live next week. Be prepared to share your ideas during the next class period.

LESSON 2 –OBJECTIVES

- Review "Law of the Compass" (10 minutes)
- In Teams, Discuss Park Vision - Based on Extension Work (10 minutes)
- Using RCT2: View Scenario Editor for Park Options (25 minutes)
- Review "The Law of the Big Picture" (10 minutes)
- Follow-up: Staff Meeting: On Roles in RCT2 (10 minutes)
- Using RCT2: Play "Crazy Castle" Game in RCT2 (25 minutes)

Set-up: Review "Law of the Compass" – (10 minutes)

When it comes time to establish and move forward with the vision of your park, it will be important that you consult the 6-step procedure that Maxwell outlines in the Law of the Compass. (Review table in Lesson #1 and on the screen). But establishing such a critical part of your company cannot be done in a vacuum. Any business worth

anything at all has some sort of organizational structure that governs its operational practices. How these are arranged vary broadly. A common structure for most Fortune 500 companies (The biggest of the big!) flows from Stock Holders to a Board of Directors, to Officers (e.g. CEO, CFO, etc.), and down the line. The Board of Directors and the officers are the ones that form and enact policy – which is what you will be doing as a group with regard to your park.

Follow-up 1: Discussion “Park Vision” - (10 minutes)

Over the next 15 minutes I'd like you to hold your first official “board meeting” where you share the ideas on the vision of what sort of philosophy you'll park will have. Based on the papers you wrote, share your ideas about how your park ought to be designed. Should you spend all your money building the ‘mega coaster” and ignore things like restrooms, souvenir shops, and park security? What will your audience be? Are you catering to teens or toddlers – or both? How about a 4-year plan, goal setting? As always, have your designated representative take notes on people's comments, as this will go on your group folder at the end of the project for grading...Last note: Don't stress if you're undecided, you have the rest of today and the next class period to create that vision. Also, make sure discuss if you'll be able to tour a real live theme park.

Activity 1: Examine Scenario Editor in RCT2 – (25 minutes)

Continuing the rotation of users that was established last class, each person in the group will 6-minute each to guide the rest of the team through an exploration of the inventory available to you to create that award-winning park. Beginning with next user, follow the set of instruction below examine the ten different categories of capital at your disposal to build the park. Just keep the Risk–Reward factor in mind.

Step 1: Log-in to Game



Step 2: Click on Game Tools

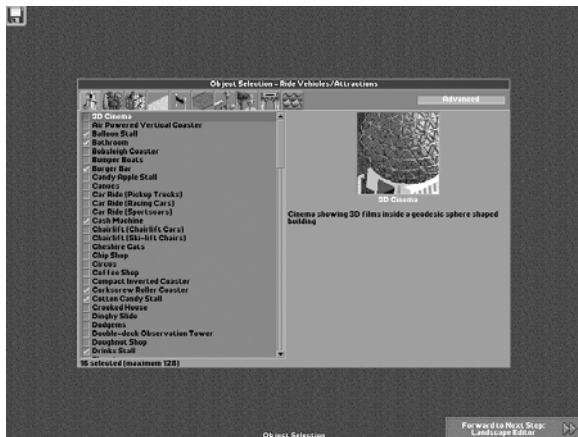
Step 3: Click on Scenario Editor

Step 4: Click on "Advanced"

Step 5: At this point you will have 10 sub-categories to view and consider for your park.

Tips on Using the Scenario Editor

The Scenario Editor is a powerful tool that lets you create countless cool game variations that you can share with others. Creating a playable scenario takes time and patience, but stick with it and you'll soon be designing fun and thought-provoking challenges. Because of all the intricacies of the editor, we recommend that you do not attempt to use the scenario until you are very familiar with playing the game itself. Even then, you should be prepared to make some mistakes on your first few attempts.



These are all the objects that will and could appear in your scenario. You can only select a limited number of objects in each category, and this number varies with object type. For example, you can select 128 ride types, but only 19 Scenery Groups, and 1 Water Texture. The more items you use, the longer your scenario will take to load. The items

with the white check mark next to them will be in your scenario. (You will decide which ones will be part of the **Research** list later.)

The **Advanced** button adds five more tabs to the selection. This lets you select individual theme elements without having to select the full theme package.

Think Small. On your first few scenarios, make a tiny park with just a gate, a path and a little purchased land. Save and play it to see if it works. This way you can expose some of the challenges without spending hours on a large park that may not function.

Think Simple. The fun of playing the scenarios is in the users' ability to create. If you've done all of the thinking for the player, he or she may find it less than challenging.

Create the Entrance Path First - This is the first place guests will arrive and your player will seek out. Keep in mind:

- The path from the Entrance must connect to the edge of the map.
- The path from the Entrance must connect to the edge of the map.
- The paths in front and back of the gate must be connected. Place the gate and then put the paths down on both sides.
- You must mark the spot where the guests will appear on the path that leads to the front of the park Entrance.

Establish Player-Owned Land Next.

Sometimes, if you go full-steam ahead, retrofitting the basic elements may not synch up with your designs. Keep in mind:

- The path from "off" the map to the Park Entrance should not be owned or purchasable by the player. The game will automatically set the route to be non-purchasable if you forget to do this.
- The land owned by the player is a single continuous piece of land. The best shapes are a circle or a rectangle.
- If the player cannot buy land in the park, they should have construction rights or the ability to purchase those rights so the separate areas can connect.
- A U-shaped park will confuse your guests and generate a low park rating.

Set-up 2: Review “Law of the Big Picture” – (10 minutes)

Over the last two class periods you’ve had a chance to spend just about an hour and fifteen minutes playing RCT2 to get a feel for the program’s functions, how they’ll affect your operation, the inventory at your disposal, and the goals and challenges before you. Simultaneously, you’ve - presumably – been thinking about how to assimilate all of this and construct a business for your park. But how do you decide? You first go back to the last discussion item regarding corporate structure and how decisions are made. This means it’s time to look at last night’s read.

In “The Law of the Big Picture”, Maxwell makes it clear that, “The Goal is More Important Than the Role.” You’ll notice how we’ve borrowed this for the title of the project to emphasize how important this concept is in leadership. And while an organization must have a solid vision, it must also have unified team that works for common goal. On pages 24-26, Maxwell, illustrates this beautifully with the example of how former President Jimmy Carter and how he fully and completely subjugated himself and his status to help the Habitat for Humanity program (Maxwell, 2001, p. 24-26).

Maxwell sums up the Law of the Big Picture through six additional analogies:

- | | | |
|--------------------------------------|---|---|
| 1. Look Up at the Big Picture | - | Leaders paint the big picture |
| 2. Size Up the Situation | - | Assesses where you are |
| 3. Line Up Needed Resources | - | You have to have the right inventory |
| 4. Call Up the Right Players | - | Put people in the right places |
| 5. Give Up Personal Agendas | - | Put ego aside for the team |
| 6. Step Up to a Higher Level | - | Do your job as well as you can |

Debrief: Discussion “The Goal vs. the Role” - (10 minutes)

By the next class period, you'll need to submit a typed list ranking the four positions that you're applying for – in order from first choice to fourth choice. I will review the “applications” and notify every one of their positions the next class period. Throughout the game portion of the project, everyone will continue to rotate through the keyboard to facilitate the building applications. However, the input into how the park is build and managed will based on an organizational chart that yields first to division head for a specific issue, then ultimately to the Park Manager. Below are the “job openings” (with responsibilities):

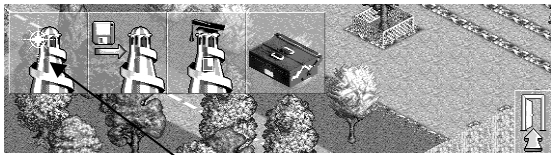
1. **Park Manager:** Listens to the issues and consults with staff, as need, to make decisions. The final word on decisions.
2. **Human Resources Director:** Makes recommendations on hiring and staffing. Also oversees Environmental Health & Safety Issues (e.g. Ride safety).
3. **Marketing & Finance Director:** Initiates marketing plans for location of items, pricing, etc. Also prepares financial reports for Park Manager.
4. **Architect / General Contractor:** Responsible for initiating design and keeping project on time. (Also, the groups best “trainer”).

Now is the time to begin discussing the key question: “If you are trying to accomplish something big, then ask yourself what are you willing to do to accomplish it?” (Maxwell, 2001, p. 26, ¶3) Take a few minutes as a group and discuss Maxwell's six points from The Law of the Big Picture and record (for your journal) the group's reaction to this based upon personal experiences. Next, apply them to your group and how you might be able to use them to help your group work to potential.

Activity 4: Start / Play “Crazy Castle” Game in RCT2 – (25 minutes)

For the final activity of the day, you will begin to play “Crazy Castle,” the simulation that we’ll be using next week when the true gaming begins. Follow the steps to enter the game, then continue the user rotation to experiment with various elements.

Step 1: Log-in to Game



Step 2: Click on Start a New Game

Step 3: Click Beginner Game

Step 4: Click on “Crazy Castle”

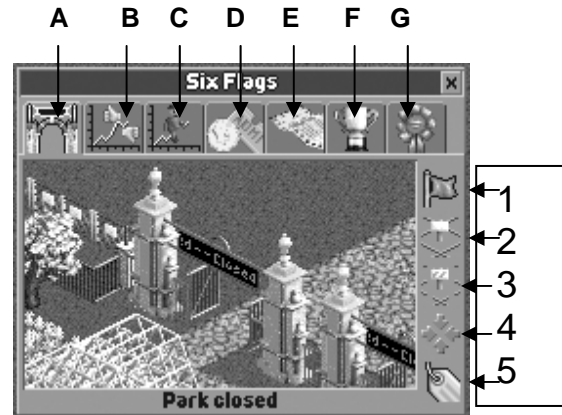
Step 5: Explore the tool bar shown

BUILDING A PARK - Park Information

The **Park Information** window is the first window that opens when you start anew game. (You can open the **Park Information** window at any time by clicking on your park gate, the boundaries of your park, or the **Park Information** button on the top of the screen.) You’ll probably want to build a few attractions and facilities before you open your gates to guests, but when you eventually officially open your park, this is the place to do it.

This is also where you can set your admission price (unless you are playing a scenario with no gate admission). You will probably return here to adjust the admission price as you add attractions.

The **Park Information** window is also where you can buy or lease more land for your park.



A. View Park Entrance – Take a look at the entrance to your park. (This is a handy spot to drop off those lost guests you may bump into now and again.) This window has five buttons on the right side, indicated by numbers in the screen shown above.

1. Open / Close – Click here to open your park for business. Click again to close it.

2. Buy Land – Sometimes you just don’t have enough room to spread your wings. When you run out of space to place your attractions, click on this button to see land near your park that is for sale. Each square of land for sale shows up on the landscape with a little white sign on it. (Land that you own shows up as a fenced-in blue grid.) Click on a square of land to buy it.

3. Buy Construction Rights – Sometimes a landowner can’t or won’t sell, but doesn’t mind letting you hang a corner of a coaster over his property. This option lets you purchase the right to build all or part of an attraction on a parcel of land. When you click on this button, every square of land with construction rights for sale shows up with a blue-striped sign on it. Click on a square of land to buy construction rights to it.

4. Snap To / Locate – Click on this button to center the park gate in the **Main View**.

5. Rename – Click here to rename your park.

B. Park Rating – Some scenarios require that your park achieve a certain rating — a sort of overall tycoon score. This tab shows your current park rating and a graph of that rating over time.

C. Guests – Click on this tab to see how many guests are currently visiting your wonderful park, as well as a graph of your park population over time.

D. Admission – Click on this tab to set the ticket price for your park. (The minimum admission price is free, the maximum is \$100.) It also displays the number of admissions to your park to date, as well as total income from admissions.

E. Park Statistics – This displays global data on different aspects of your park, including overall size, number of rides, staff and number of guests in the park.

F. Objectives – Click on this tab to view the goal of the current scenario.

G. Awards – From time to time you might win a special award — it might be

Extension: Lesson 2

- Rank, in interest order (1 best to 4-least), the job you'd like most like to have down to the one you'd least like to have for your team – making sure to explain why. Treat this like a mini-cover letter that you'd send out to an employer. Make sure it's typed (1-2 pages).
- Study one Southern California theme park. Determine the company's stated philosophy, then go about researching how consistent they are in upholding that vision. Look to pricing cubes, park amenities, types of services, etc. to determine this. (Caution: Don't rely just on the park website. Go beyond this by researching articles, reading BLOGS, etc...Type a 2-page paper on your findings and bring it in to be included in your journal.

Teacher Resources

1. California State Frameworks – Social Science (Economics).
<http://www.cde.ca.gov/be/st/ss/hstgrade12.asp>
 - This site provides the curriculum mandates that the state of California requires for Economics.
2. EDTEC, San Diego State - “The Tycoon Games and Csikszentmihalyi’s Flow”
<http://edweb.sdsu.edu/courses/edtec670/edgames/2002/10/tycoon-games-andcsikszentmihalyis.htm>
 - Discusses how video games can allow users to become engaged in Csikszentmihalyi’s theory of “Flow” – unadulterated concentration.
3. Game Review: “RollerCoaster Tycoon 2”, GameRankings.com:
<http://www.gamerankings.com/htmlpages2/561157.asp>
4. RollerCoaster Tycoon2: Game Manual. [RCT2 Manual.pdf](#)
 - An exceptionally well-written guide that is well laid out and user friendly. Excerpts from it are included throughout the guide.
5. RollerCoaster Tycoon2 Website
http://atari.com/us/games/rollercoaster_tycoon_2_triple_thrill_pack/pc
 - The Atari website not only has detailed descriptions of its game but sidebar references to various technology tools.
6. SimCity 3,000: Teacher’s Guide – Written by Margy Kuntz
 - A valuable tool from which to write one’s own teacher-student guide. Provides a step-by-step look at objectives, requirements, sample lesson plans, resources, etc.

Game Reviews : “RollerCoaster Tycoon 2”

- <http://z1.adserver.com/w/cp.x;rid=2;tid=2;ev=1;dt=3;ac=7;p=1;mid=3396>
- <http://pc.gamespy.com/pc/roller-coaster-tycoon-2/>

References

California State Frameworks - Social Science -Economics. (Online) Accessed: 12/15/04

<http://www.cde.ca.gov/be/st/ss/hstgrade12.asp>

Kuntz, M. (N/A). *Teacher's Guide: An Educational Companion for SimCity 3000*.

(Online) Accessed 12/7/04.

http://spectrum1.blackboard.com/webapps/portal/frameset.jsp?tab=courses&url=/bin/common/course.pl?course_id=3708

Maxwell, J. (2001). *The 17 Indisputable Laws of Teamwork*. Nashville, TN: Thomas Nelson, Inc.

RollerCoaster Tycoon2: Game Manual. [RCT2 Manual.pdf](#)

RollerCoaster Tycoon2 (Online) Accessed 12/11/04.

http://atari.com/us/games/rollercoaster_tycoon_2_triple_thrill_pack/pc