



RollerCoaster Tycoon 3 cheat sheet

Mouse controls

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| Right click + Move the mouse | Move camera in any direction to match mouse movement |
| Wheel up | Zoom in towards terrain |
| Wheel down | Zoom out away from terrain |
| Right click + Left click + Move the mouse | (move mouse to left) Rotate terrain counter-clockwise |
| Right click + Left click + Move the mouse | (move mouse to right) Rotate terrain clockwise |

Maps

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| Left click | (left click anywhere on Maps interface) Navigate to the location in park where you clicked on the map |
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Rides

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| Double click | (double left click on animated preview in ride's Control Panel) Start CoasterCam |
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Guests

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| Double click | (after selecting the guest from Guests list, double left click on the animated image of guest in his individual Control Panel) Move to location of guest (also works for staff) |
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Deletions on the Fly

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| Right click | (while placing scenery, paths, rides & attractions, right click on any other item) The other item will delete, or you'll get a message asking if you wish to delete that item |
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CoasterCam

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| Ctrl + C | Toggle CoasterCam on/off |
| Ctrl + C then B | Cycle CoasterCam types |
| Ctrl + C then N | Jump to next car |
| Ctrl + C then M | Jump to previous car |
| Ctrl + C then Shift + N | Jump to next ride (will jump through each car on the last ride encountered) |

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|-------------------------|---|
| Ctrl + C then Shift + M | Jump to previous ride (will jump through each car on the last ride encountered) |
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Standard cam

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| A | Pan left |
| D | Pan right |
| W | Pan forward |
| S | Pan backward |
| Q + Move the mouse | Rotate 90° counter-clockwise each time mouse is moved |
| E + Move the mouse | Rotate 90° clockwise each time mouse is moved |
| Enter | Rotate 90° clockwise |
| Shift + Enter | Rotate 90° counter-clockwise |
| Page Up | Zoom out away from terrain |
| Page Down | Zoom in towards terrain |
| Home | Tilt landscape by raising horizon providing bird's eye view |
| End | Tilt landscape by lowering horizon to include view of sky |
| R | Reset camera |

Scenery placement

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| Z | (while placing a scenery item that does not snap to terrain tile edges) Rotate object 90° clockwise |
| Shift + Move the mouse | (while placing an object) Raises and lowers the elevation of the object |
| Ctrl | (while placing an object) Places the current object at the same level as the previously placed object |
| Alt | (while placing anything but vegetation) Cuts the land in 1m increments to place object and leaves terrain tile edges exposed |
| Alt + Ctrl | (while placing anything but vegetation) Cuts the land in 1m increments to place object and removes exposed terrain tile edges |

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| Shift + L | Toggles night time cursor light on/off |
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Interface

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| P | Toggle pause/resume |
| Backspace | Closes the most recently opened interface window |
| F10 | Capture a screenshot (file will be saved as BMP to My Pictures directory) |
| Shift + Ctrl + F11 | Begin capturing a video – press again to stop video capture (file saved as AVI to My Videos directory) |
| Esc | Exit what's currently displayed in RCT3 |

Source: flighttoatlantis.net

Last modification: 16.3.2022 15.07.25

More information: defkey.com/fi/rollercoaster-tycoon-3-rct3-shortcuts

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