

Ride excitement / intensity / nausea

Excitement

The excitement rating of a ride is the most important factor in determining how much guests want to pay for it and how much park value it provides. Therefore a higher excitement rating is always beneficial. The excitement rating is mostly a combination of all of the different statistics on your ride. G-forces, ride duration, inversion count, drop height, etc. Most of these stop giving extra excitement past a certain point, so putting 15 inversions on a ride won't give you more excitement than 6 inversions. Underground sections and nearby scenery, path, water, & other rides will increase the excitement rating even further, as does synchronizing it with another ride.

The excitement rating can also be penalized. Nearly every tracked ride has certain minimum stat requirements that it needs to meet to prevent your stats from being heavily penalized. For example: If a wooden coaster does not have at least two drops, its excitement, intensity, and nausea stats will be divided by two. For a full list of all of these stat requirements see this list:

https://www.reddit.com/r/marcelvos/comments/q7kn1w/stat_requirements_of_all_rides_in_rc_t2/

The other possible penalty is caused by an intensity rating that is too high, which will be discussed in the next section.

Intensity

The intensity rating determines which guests will want to ride the ride. Some guests are thrillseekers and others prefer calmer rides, so having a variety of different intensity ratings in your park is a good idea. Just like the excitement rating the intensity consists of contributions from different elements on the ride. However, unlike the excitement rating there is no cap, so the same 15 inversions will give a lot more intensity than just 6 inversions.

An intensity rating over 10 is usually undesirable. It reduces the chance that guests will ride it, if it even falls inside their preferences in the first place, and it heavily penalizes the excitement rating. For an intensity just over 10 the excitement is already reduced by 25%, and it will be reduced even more if the intensity is even higher.

A very common cause of extreme intensity is excessive lateral g-forces. If these are over 2.80 they will give a big boost to the intensity, and they give another even bigger boost if they are also over 3.10. Make sure to bank your turns, reduce the speed in the turns, or use larger turns if your lateral g-forces are too high. Keep in mind that some inversion, such as corkscrews, also produce lateral g's.

Having a lot of drops, inversions, speed, or vertical g-forces will not give a sudden penalty, but they can still provide enough intensity to make the ride extreme, so if the lateral g-forces are not the problem see if you can reduce something else.

Nausea

Just like guests have an intensity preference they also have a nausea preference for rides. Outside of that the effect of a higher nausea rating is that guests get sicker and are more

likely to puke on your paths. The nausea rating is calculated in a similar way to the intensity rating, and reducing it if it's too high requires similar steps. The one important difference is that turns and helices give a lot more nausea than intensity, so reducing those is a good idea to reduce the nausea.

Park rating

The park rating is represented by the bar in the bottom left of your screen, and it is important to keep it high for two reasons: Quite a lot of scenarios need a certain park rating to beat it, and a higher rating makes new guests spawn quicker.

The park rating is calculated by adding together several different factors. The biggest is guest happiness, so keep them as happy as possible. The amount of guests in your park will increase the rating too. Having lots of rides that are broken down as little as possible also increases it. Litter & vomit, lost guests, and crashes & casualties will lower your rating.

Hiring enough handymen to keep the paths clean and mechanics to keep the rides running is very important if you want to keep your park rating high. Preventing overcrowding and making sure guests don't get lost are also vital. A little overcrowding or a few lost guests won't ruin you, but as those increase it can quickly spiral out of control.

Park value & company value

The park value can be seen in your financial overview and is important for some scenario goals. It consists of three parts. The biggest is the excitement, intensity, and nausea stats of your rides. The higher those stats, the higher the park value the ride contributes. However, as the ride ages its value will go down, so replacing old rides can increase your park value a lot.

The second part is the number of guests that have ridden the ride in the last five minutes. This is still a significant part, so making sure rides can process as many guests as possible is a good idea. The third aspect is the amount of guests in your park, but this is usually a very small portion.

The company value is simply "park value + available cash - loan", and this is the value displayed in the scenario list on the main menu for all the scenarios you have beaten.

Vandals

A guest can become a vandal and break path ornaments if it is unhappy and encounters dirty paths. Once a guest is a vandal its face will turn red and it will keep breaking stuff. A vandal will cool off and stop being one if it doesn't break any path ornaments for a while. Since guests can only become vandals if the path is dirty, keeping them clean is a very effective way to prevent this from happening entirely.