



Games
for Windows™

THRILLVILLE OFF THE RAILS™



FRONTIER™



LUCASARTS

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Minimum System Requirements

COMPUTER: 100% DirectX 9.0c compatible computer required.

OPERATING SYSTEM: Windows 2000/XP/Vista required.

CPU: Intel Pentium III 1.0 GHz or AMD Athlon XP or faster required.

MEMORY: 256 MB RAM or higher required 512 MB RAM required for Windows Vista.

GRAPHICS CARD: 64 MB 3D graphics card with Vertex Shader and Pixel Shader capability required.

SOUND CARD: 100% DirectX 9.0c compatible Sound Card required.

DVD-ROM: DVD-ROM drive required.

INPUT DEVICE: Keyboard and mouse required. Gamepad recommended.

DIRECTX: Microsoft DirectX 9.0c is included on this CD.

Note: DirectX may require the latest drivers for your particular hardware.

INSTALLATION: 4.0 GB of free hard drive space required. We recommend that you have an additional 500 MB of free space available after installation.

SUPPORTED CHIPSETS: ATI Radeon 8500/9000/9200 family

ATI Radeon 9500/9600/9700/9800 family

ATI Radeon X300/X600/X700/X800 family

ATI Radeon X1300/X1600/X1800/X1900 family

ATI Radeon 2900 family

NVIDIA GeForce3 family

NVIDIA GeForce4 Ti family

NVIDIA GeForce FX family

NVIDIA GeForce 6 family

NVIDIA GeForce 7 family

NVIDIA GeForce 8 family

Recommended System Requirements

CPU: Pentium 4 or AMD Athlon 2.4 GHz or faster.

OPERATING SYSTEM: Windows XP or Windows Vista.

MEMORY: 512 MB RAM or higher.

GRAPHICS CARD: 128 MB 3D graphics card with Vertex Shader and Pixel Shader (VS/PS) capability.

Installation

To install **Thrillville™: Off the Rails™**, insert the DVD into your computer and select INSTALL from the Startup Screen. Follow the on-screen instructions to install the game on your computer. After successful installation, you can run the game in one of the following ways:

- Double-click on the **Thrillville™: Off the Rails™** icon on your computer desktop or, on Windows Vista, double-click **Thrillville™: Off the Rails™** from Games Explorer; or
- After you insert the **Thrillville™: Off the Rails™** DVD into the drive, the startup program should run automatically. In this case, choose PLAY; or
- On Windows XP/2000, click the **Start button**, then choose PROGRAMS, LUCASARTS, THRILLVILLE OFF THE RAILS, PLAY THRILLVILLE OFF THE RAILS.

Game Controls

Default Key Commands

DEFAULT CONTROLS

Arrow Keys / W ↑ / S ↓ / A ← / D →	Move Character / Highlight Menu Item
Arrow Keys / A ← / D →	Adjust Menu Item
Backspace / Right Mouse Button	Previous Screen
Right Mouse Button (hold) ← / D →	Camera Control
Enter / Left Mouse Button	Context-Specific Action / Confirm Selection
Left Shift / Right Shift	Sprint
Space / Tab	Open Park Menu
Escape	Pause Game / Open Pause Menu

Note: The keyboard commands can be changed by selecting the CUSTOMISE option from the Options Screen and then choosing CONFIGURE.



You've got what it takes to create the greatest theme parks in the world! Whether you're building crazy coasters, talking to guests, riding the rides, or playing games, your job is to keep people happy — and keep Globo-Joy's saboteurs at bay! The options are endless! So what are you waiting for? Let's make some thrills!

Main Menu

Press the **Enter** key or click the left mouse button at the Title Screen to get to the Main Menu. You'll see six options: **New Game**, **Party Play**, **Coaster Builder**, **Load Game**, **Options**, and **Exit Game**. Use the arrow, **A** and **D**, or mouse to highlight a selection, and press the **Enter** key or click the left mouse button to confirm your choice. Press the **Backspace** key or right mouse button to return to the Main Menu or go up one level in the menu.



Game Modes

NEW GAME

Begin a new game and help Uncle Mortimer create the greatest theme park in the world.

PARTY PLAY

Have a blast playing a number of 1-4 player mini-games.

COASTER BUILDER

Build and design thrilling new coasters! For more information, see Coaster Builder, pg. 14.

LOAD GAME

Load previously saved data and continue your progress.

OPTIONS

Access and adjust various game options.

- **SFX Volume:** Adjust the volume of the in-game sound effects.
- **Music Volume:** Adjust the volume of the in-game music.
- **Speech Volume:** Adjust the volume of speech.
- **Graphical Quality:** Adjust the quality of the game graphics.
- **Screen Mode:** Select the best screen mode that suits your video setup.
- **Aspect Ratio:** Select the aspect ratio for your monitor.
- **Refresh Rate:** Change the maximum refresh rate.
- **Controller Vibration:** Toggle controller vibration ON/OFF.
- **Camera Invert:** Toggle camera inversion ON/OFF.
- **Movie Subtitles:** Toggle movie subtitles ON/OFF.
- **Tutorials:** Toggle tutorials during new games ON/OFF.
- **Menu Colour Scheme:** Change the menu colours to one of ten colour schemes.
- **Controls:** View and customise the game controls.
- **View Cutscene:** Watch previously unlocked cutscenes here.

EXIT GAME

Quit your game and exit back to the desktop.



Pause Menu

Press the **Escape** key while roaming in your theme park to pause the game and open the Pause Menu. Use the arrow keys; **W**, **S**, **A**, **D** keys, or the mouse to highlight an option and press the **Enter** key or left mouse button to confirm your choice. Press the **Escape / Backspace** keys or the right mouse button to resume your game or go up one level in the menu.

OPTIONS

Adjust the various game options. The available options are identical to those of the Main Menu. You will be unable to adjust your graphic settings while in the game. For more information, see Options, pg. 4.



TUTORIALS

Select from a variety of comprehensive tutorials to help you learn more about managing your park.

SAVE

Save your game so that you can continue from this point when you return.

EXIT TO HQ

Leave the park and go to the HQ. Here, you can customise your character, switch parks, save your game, adjust the game options, and view any trophies and prizes you've earned or achieved.



Starting a New Game

Select NEW GAME from the Main Menu to watch the intro movie with Uncle Mortimer. At the Choose Character Screen, use the arrow keys, the **A** and **D** keys, or the mouse to cycle through your available choices. Press the **Enter** key while **SELECT** is highlighted or left click with your mouse to confirm your choice.

If you want, you can customise your character by highlighting APPEARANCE, CLOTHING, or EDIT NAME and pressing the **Enter** key or left mouse button. Customising gives you the freedom to configure your character's appearance with various head, hair, clothing, and colour options. Select an option and press the arrow keys **↑** and **↓** or **W** and **S** keys to choose the part you want to customise, then press the arrow keys **←** and **→** or **A** and **D** keys to change the appearance of that part. You can also edit your character's name by pressing the **Enter** key or highlighting EDIT NAME and pressing the left mouse button. When you're ready to go, highlight START GAME and press the **Enter** key or left mouse button to head to the park! Ready to get started?



Loading a Game

Selecting LOAD GAME from the Main Menu will allow you to choose previously played game data and continue from where you left off. If you have unlocked more than one park, you can select which one you want to start from.

Saving the Game

In order to save your game, exit any mini-game you may be involved in and then press the **Escape** key to enter the Pause Menu. Select SAVE and press the **Enter** key or left mouse button to confirm your choice.

Game Screen

The Game Screen has a few functions that change according to the context of the action on the screen.

1. Status Window: The status window shows the amount of money you have, current progress toward your next park, and the amount of missions you've completed. The progress bar turns green as it fills up.



2. Action Button: This small circle in the lower right-hand corner of the screen changes according to what's available for you to do.

- The HAND icon appears around attractions like Coasters, Rides, and Games. It will give you options to ride, play, manage, paint, and do many other things with your attractions.
- When the icon is an ID CARD, you are speaking with a member of your staff. You can take control of a staff member and perform their duties.

New to the Park

- If the icon is a CHAT BUBBLE, you can speak to a park guest.
- A BRICKS icon means that you can build in this area.

3. Information Box: The information box tells you when you have unlocked new missions and designs, earned money, and other important information about your park.

Tutorials

Once you begin your first game, you'll be dropped into your park and ready for action. In front of you will be five tutorial icons, representing **Business**, **Guests**, **Build**, **Games**, and **Upkeep**. Approach the tutorial of your choice and select it. You'll be given a thorough tour of the first mission for each icon, which will set you on the path to creating the greatest theme park ever. Completing all five of these will tell you everything you need to know! Each tutorial is colour-coded to match the different types of missions on your Missions Screen.

Note: Tutorials can be toggled ON/OFF via the Options Menu on the Pause Menu.

The Attractions

RIDING

You're the park manager, so you know what that means — you get to ride for free! Walk up to any ride in the park and select it. Select RIDE to climb aboard.



BUILDING

One of your most important jobs is to build the rides and stalls in the park that meet the park guests' needs — and make you the most money!

PLAYING

You can also play every game that you build in Thrillville by walking up to it and pressing the **Enter** key or left mouse button when the HAND icon appears.

Guests

BASICS

Guests are vital to the health of any park. They bring in friends and family and, most importantly, money! You'll learn all kinds of things from talking to your guests.

FRIENDS

You can enter into a conversation with your guests by walking up to them and pressing the **Enter** key or by clicking the context-sensitive icon on the bottom right corner of the screen. If the guest is part of a group, a list will pop up with each member of the group, allowing you to talk to a specific one. When you speak to a guest, a Friendship Meter will appear at the bottom of the screen. Depending on your choice of conversation topics, that meter will go up or down.



CHATTING

Use the Chat Menu at the top to select things to say. When a guest likes the subject you've chosen, the Friendship Meter will rise. Subjects they dislike will lower it. You can also ask your guests for advice on how to make your parks better.

A TOUCH OF CLASS

Everything about your park affects your guests' opinions and enjoyment. If the park is dirty and the rides are in poor shape, the guests are not going to be happy. If there are no food or drink stalls, bathrooms, or other essentials, the guests will leave, quick-like! When you're talking to a guest, the Needs window shows you their likes, dislikes, and top needs. It will give you great clues about what you'll need to do to make them happier. Access it by highlighting NEEDS on the bottom of the Chat Menu and then pressing the **Enter** key or left mouse button.

FLIRTING (TEENS ONLY)

Smooth (park) operators can flirt with a member of the opposite sex. If you're doing well, you'll see an Attraction Meter pop up above the Friendship Meter. Keep wooing the person until you've earned Love Interest or Sweetheart status.

When you make it to Love Interest, you'll unlock the Flirt mini-game among your menu choices! Select FLIRT MINI-GAME, and follow the instructions on screen to match Cupid's arrow and your love interest's favorite topics.

Note: In certain cases, you can take control of a guest and help him or her get with the language of love. Keep an eye out for the MATCHMAKE option when speaking to guests!

CHALLENGE

You can also challenge any park guest to a game during a conversation. If they accept, the Challenge Menu will give you a choice of mini-games to choose from. After the game, you'll be transported back to your previous location in the park.

Park Menu

The Park Menu is where you do most of your theme park management. You can access the Park Menu while in your theme park by pressing the **Space Bar**. The Park Menu has six submenus: **Missions**, **Park**, **MyCrowd**, **Build**, **MyRides**, and **Map**. With the Park Menu activated, press the arrow keys **←** and **→**, the **A** and **D** keys, or the mouse to highlight an option. Press the **Enter** key or the left mouse button to confirm your choice.

Missions

Basics

Looking for the quickest way to solve your park problems? Missions give you specific goals to help make Thrillville better! Select the **MISSIONS** submenu from the Park Menu. You have five classes of missions, each of which relate directly to the functioning and popularity of the park. **Build**, **Games**, **Guests**, **Upkeep**, and **Manage**. As you complete these missions in each category, you'll unlock new ones. Completing missions earns lots of great rewards!

Some missions, when selected from the Park

Menu, will transport you directly to where you need to be in order to complete it. Other missions may just give you hints on how you could complete them.

Note: Sometimes, you will come across a character with an icon that looks like a trophy above their head. They are involved in a mission, so be sure to speak to them.

Thrills

Every single thing you do in your park — building rides, playing games, and especially completing missions — will increase your park's Thrills. Collecting Thrills increases your park owner level. For every two promotions you receive, you'll earn the privilege of opening up a new park of your choice!

Trophies

Trophies are awarded upon successful completion of a mission. Some missions only hand out Bronze, Silver, or Gold trophies according to your performance. These represent how high you scored or how successful you were in completing a mission. Other missions just have a Gold medal. This signifies that you completed the mission.

New Parks

Every time you earn the right to open a new park, the game will take you to a screen that shows you which new parks are available to you. Once you've chosen which park to unlock, you can travel to it any time, either from the Thrill HQ or via the "Throob" — stations that you can find inside every tunnel in every park. If you see a Throob station, walk up to it and press the **Enter** key or left mouse button to switch to a different unlocked park.



Park

Basics

Select the PARK submenu from the Park Menu. Here is where you can find out all kinds of information on your park and your attractions. You can view your staff, train them, take out a loan, track your player stats, and more.

OVERVIEW

This is the screen that shows you a lot of vital facts for your park. The average guest stats, such as

Thirst, Hunger, Bladder, and Happiness, are displayed as well. If the Hunger or Thirst Meters are in the red, build some food-and-drink stalls to improve the situation. If nausea is an issue, cut back on the wild rides and build more restrooms. Are your guests bored? Time for new rides!

You can also view your current amount of cash here, as well as the date, number of stalls, attractions, and total visitors you have. Use this screen to stay on top of your park's performance. If visitors are down for the month, try and do something to get their attention. Examine all these stats and you'll be well on your way to having the theme park of your and your guests' dreams!

PARK UPDATES

Park Upgrades allow you to research new and exciting features for your park. You can view upcoming research items or adjust spending to try and unlock rides faster. Marketing advertises your park in a periodical, getting big publicity and drawing people to the park. You can use Marketing to attract your favorite groups too. If teens aren't interested in coming to the park, advertise in a teen magazine until they come in droves. Loans give you extra money for running the park — though you will have to pay it back, with interest.

STAFF

Hiring and training staff is vital to the well-being of your park. A well-trained staff maintains the park on their own, though you can take control of any of them at any point and do their job for them. Make sure that you hire enough people to take proper care of your park, and train them well. Well-trained staff will slowly train other staff members as time goes on. But if you want to cut down on costs, you can also fire any staff member at any time. It's tough luck, but that's business!

There are three kinds of staff — **Entertainers**, **Mechanics**, or **Groundskeepers**. Entertainers do their best to keep guests happy, Mechanics fix rides, and Groundskeepers clean up the garbage. You can train them whenever you want, bumping up their skills and taking care of the park yourself in the meantime.

Note: You earn points while training any of your staff, and a high score means a better-trained staff! Keep your staff trained and only good things will come your way. For more descriptions on how staff mini-games work, see page 17.



Park Menu

PARK INFORMATION

The demographic data under the Park Information Menu is useful if you are fine-tuning your park's performance. See what demographics spend money on your park, and even how much money they enter the park with.

You can also check your profits and other finances under this menu. You can see what kinds of rides are earning you money and what doesn't turn a profit at all.



THRILLVILLE STATISTICS

You can view your total stats for the game here. If you're very fond of riding roller coasters, you can see the distance you've traveled while riding them. While you're at it, you can also check out the most popular, tallest, and longest rides. Are you curious to see how much money you've made and what your parks are worth? Check here to find out!

MyCrowd

BASICS

The MyCrowd screen lets you keep track of all your friends and love interests. You can see exactly how they are feeling at the current point in time, in addition to what gifts you are able to give them. You can even view your own stats on this screen. If you need to, you can warp directly to their location if they're feeling down or are upset about something. Keeping your friends happy and addressing their needs is a surefire way to keep your park looking good.



Build

BASICS

Building rides is an important part, if not the most important part, of managing your theme park.

If you don't have any rides, you won't have any guests. No guests = No money. No money = No park. You can see how this would be a problem. You'll start out each park with enough seed money to build a few things and start bringing in income.

The BUILD portion of the Park Menu is the key to making money. You can look at the available attractions, which are sorted into **Carnival Rides**, **Coasters**, **Race Tracks**, **Games**, and **Stalls**. Once you decide what type of attraction you want to build in your park, you'll be given a list of the attractions you can build. Selecting one will take you to the Build Menu, where you can determine placement and orientation of the attraction. Once you've built it, you can spend time giving it your own personal touch by laying down a fresh coat of paint or tricking it out with the theme of your choice.

In every park, you will have access to some pre-built Coasters and Race Tracks. But you can also build these bad boys from scratch!



RULES OF ATTRACTION BUILDING

You can only have one of each ride in a park. If the Build Menu says that a ride is "Already Built," you must select another. When building a ride, it will be coloured either blue or red. Red means that the ride won't quite fit where it is until you wiggle it around or move it to a different spot. Blue means that you are good to go and can place the ride.

BUILDING COASTERS

Roller coasters are the starring attractions of every great theme park. To make sure they get the attention they deserve, they get their own unique build stations, which you can find by looking for floating signs marked with the word "COASTER". When built, Coasters cannot intersect with other attractions and cannot get too close to the guests for safety reasons. If you keep these two rules in mind, you can make the craziest Coasters in the world! There are two kinds of Coasters: **Pre-built** and **Custom**.

Pre-built: These Coasters are ready-made and can be built with the press of a button.

Custom: These Coasters are tailor-made by YOU. You decide each angle, turn, bend, and loop-de-loop, piece by piece. With Custom Coasters, you can tilt tracks or add WHOA Coaster features like drops, flames, or TNT to them.

Coaster Tips:

- If the track piece you're currently laying turns red, it can't be placed. Backtrack using the **Delete** button or alter the angle of the track until it turns blue, enabling it to be laid.
- Other attractions may get in the way of your Coaster's path. You can sell these attractions to make space. Don't worry — you can always re-build them later in a new spot!
- You complete a Coaster by returning it to the starting gate. The track must be level with the starting gate as it comes in. If you're having trouble connecting the two, press the Track Assist button to let the computer pick out a solution for you.
- You can keep an eye on your Coaster's progress by viewing its statistics. Press the **Tab** key any time during construction to view the statistics window. Important information, such as the power limit / throttle levels, Thrill points, and nausea levels are displayed here.
- Coasters left unfinished will lead to a crash! Thankfully, Mortimer's special patented ejection seats will spring into action, parachuting your guests painlessly to the ground but potentially scaring other guests in the process.

Note: Race Tracks and Mini-Golf courses are not that different from Coasters, though they have fewer options. You cannot add loops, but the method of laying them out is essentially the same.



MyRides

BASICS

MyRides shows you all the attractions in your park, at a glance. If you need to know how much power a ride is pulling or how much it costs to run the ride, you can find that out here. You can even check to see how nauseous the ride makes your guests or how long it lasts!

Note: You can ride or play a specific attraction directly from the MyRides Menu. You can also repaint, manage, or trick out your attractions from this point.

CUSTOMISING

Once you select an attraction from the MyRides Menu, you can then spend some time customising it to your heart's content.

Paint: Slap a fresh coat on your ride to make it stand out! Select from a variety of vibrant colours with the paint selector, or choose the SPLATTER option to let the computer do it for you.

Trick Out: Create a theme for your ride or attraction and then trick it out with all the bells and whistles! Start by choosing a theme and then either choosing TRICK OUT to have the computer do the work for you, or selecting ADVANCED to add your own personal touch. Highlight the PIECE option and then use the arrow keys **↔** and **→**, the **A** and **D** keys, or the mouse to select a place to add your piece.

EDITING

Every ride costs money and you get to decide how much. Charging too much will chase customers away. Charging too little will decrease your profits. Select a ride on the MyRides Screen and choose MANAGE. The attraction will appear in the background of the screen and the Manage Menu will pop up on the right side of the screen.

You can adjust the ticket price here or choose to sell the ride. The **Edit** and **Advanced Options** submenus offer even more options, such as editing the track (when available) or setting the number of trains and their speed. If you notice that you're losing customers, take a moment to try adjusting your prices and see if that draws them back in.



Map

You can use the map to easily locate and travel to any of your attractions. Use the arrow keys; **W, S, A, D** keys; or mouse to move to the nearest ride and display its details. Press the **Enter** key or left mouse button to travel to the highlighted ride and the **Backspace** key or right mouse button to back out.



Coaster Builder

The Coaster Builder Menu serves as a kind of construction site where you can create new Coasters and Race Tracks in an open area that's free of obstructions. You can go wild and build any kind of track you like, from harrowing drops to thrilling loops! The world is yours and only the sky is the limit — literally!



Party Play

You know all those neat little games you can build in your parks? You can play all of them for free in Party Play mode! Select the game you wish to play. You'll be able to select the difficulty, type of game (Single, Battle, Team), and the level to play on. After that, up to four players can join the game.



The Games

Arcade

STUNT RIDER

Help Weevil Kneivel rip through the wild landscapes of chasm farm to St. Rook's annual scarecrow's ball.

Controls:

Shift Weight / Steer

Arrow Keys / A ← / D →

Accelerate

Arrow Keys / Space / W

Brake / Reverse

Arrow Keys / Alt / S

Horn

Ctrl / Shift



BANDITO CHINCHILLA

Can you save Bandito's sister? And why is he called a chinchilla? Find out in this side-scrolling beat-'em-up!

Controls:

Move Bandito

Arrow Keys / W ↑ / S ↓ /

A ← / D →

Dash / Evade

Arrow Keys / W ↑ / S ↓ /

A ← / D → (double tap)

Jump

Space

Normal Attack / Pick Up Item

P, X Keys / Left Mouse

Button

Strong Attack

O, Z keys / Right Mouse Button

Special Attack

Enter / C Key



TANK FRENZY

Drive your tank to victory in this top down shooter.

Controls:

Steer / Move Tank

Arrow Keys / W ↑ / S ↓ /

A ← / D →

Rotate Turret

I ↑ / K ↓ / J ← / L →

Fire Machine Gun

Right Mouse Button

Fire Cannon

Left Mouse Button



Attractions

ROBO K.O.

Sit in a giant robot and pummel your adversary!

Controls:

Move	Arrow Keys
Block	S (hold)
Left Hook	A
Right Hook	D
Cross	E
Uppercut	W
Jab	Q
Tag	Space



COASTERTRON

Ride your coaster in the virtual reality simulator. Can you hit all the zones and thrills?

Controls:

Lean into WHOA Zones	Arrow Keys / W ↑ / S ↓ / A ← / D →
Touch WHOA Targets	Space / Left Mouse Button



POOL

Play eight or nine ball, or try your hand at the speed pool mode.

Controls:

Aim Cue Stick	Arrow Keys / A ← / D →
Adjust Power	Arrow Keys / W ↑ / S ↓
Shoot	Left Mouse Button
Pick Up / Place Ball	Right Mouse Button
Top Down View	Space / Centre Mouse Button



The Games

Staff Games

ENTERTAINER

Strut your funky stuff and hit the beat to pump up the Thrillville crowds.

Controls:

Aim the Arrow at the Incoming Notes

Arrow Keys / W ↑ / S ↓ /
A ← / D →

Press Corresponding
On-screen Button

W, S, A, D



GROUNDSKEEPER

A frenetic race against the clock to blowvac Thrillville clear of gunk!

Controls:

Move

Arrow Keys / W ↑ / S ↓ /

A ← / D →

Suck Litter
Wash Vomit

Left Mouse Button
Right Mouse Button



MECHANIC

Link up the circuit boards, beat the clock, and keep things running smoothly. Connect the circuits by placing components on the board. Make sure you use the right pieces to make a connection from one circuit to another!

Controls:

Move Cursor

Arrow Keys / W ↑ / S ↓ /

A ← / D →

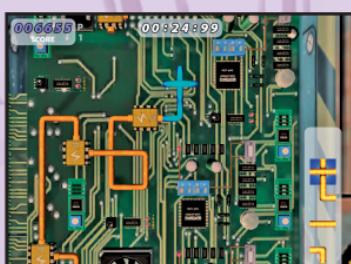
Place Component

Space / Left Mouse

Remove Component

Button

Control / Shift Keys /
Right Mouse Button



VENDOR TENDER

Keep the boss happy and combo your way to victory in this fast-paced puzzler. Link together three or more like-coloured balls to change them into tokens. Shoot the tokens to make them disappear. Sounds easy? Think again!

Controls:

Aim

Arrow Keys / A ← / D →

Fire

Space / Left Mouse

Button



Sideshows

ALLEY BALL

A sideshow classic: Get the balls in the hole for the best score.

Controls:

Aim

Arrow Keys / W ↑ / S ↓ /

A ← / D →

Throw

Space / Left Mouse

Button



TEST YOUR STRENGTH

Swing the hammer and show your strength!

Controls:

Build Power

Arrow Keys / A ← / D →

(tap rapidly)

Swing / Aim

Space / Left Mouse

Button



Credits

Frontier Developments Ltd.

Executive Producer

David Braben

Senior Producer

Jonny Watts

Producer

Michael Brookes

Assistant Producer

Gary Richards

Lead Artist

John Laws

Lead Technical Artist

Simon Brewer

Lead Designer

Dan Gould

Lead Engine Programmer

David Scantlebury

Lead Programmer

Stefan Mars

Lead Tester

Colin Davis

Cutscene CGI and Sound Effects

Axis Animation

In Game Music and SFX

Alistair Lindsay

Licensed Original Music

Al Lindsay

Writer

Greg Orlando

Senior Artists

Dean Searle

Ed Bright

Marc Cox

Senior Designer

Steven Burgess

System Architect

Thomas Morley

Senior Engine Programmers

Alex Jakes

Jon Lewis

Jon Travers

Matthew Halpin

Patrick Byrne

Sergei Lewis

Tim Hughes

Tom Beckman

Tom Clapham

Senior Programmers

Andrew Scott

Ian Collinson

Ian Taylor

Matthew Simper

Oscar Cooper

Animation Team

Neil Hall

Felix Itsley

Artists

Ben McGrath

Carolyn Bailey

Chih-Chieh Wu

Chris Symonds

Ciaran Begley

Colin Merrick

Daniel Cunibert

Gary Bickmore

Hayden Scott-Baron

Iva McCartney

John Kelly

Khalid Shafique

Lee Dalton

Martin Squires

Pal Dahl

Radoslaw Walachnia

Rob Shoebottom

Selina Dean

Stacey Allen

Tjaart Kruger

Game and Level Design

Andrew Thomas

Michael Michael

Stuart Fraser

Additional Entertainer Level Design and Ride SFX

Adrian Fife

GUI Designer

Ben Dowie

Engine Programmers

Adam Brunning

Dinesh Mahathavan

Leslie Long

Matthew Hunter

Neil Dingley

Peter Halpin

Philip Dexter

Ruari O'Sullivan

Programmers

Andrew Fray

Andrew Gillett

Christopher Swetnam

Cristina Balescu

Hapreeta Naura

Ian Hawkins

James Chilcott

John Bidard

Martin Williams

Michael Toulou

Peter Parkin

Simon Mayes

Steven Kitson

QA Testers

Adam Woods

Adrian Fife

Andy Misson

Anthony Marsden

Carlo Fuisiello

Craig Abrahart

Craig Green

Darryl Bartlett

Hannah Gordon-Smith

Ian Gander

Mike Gent

Natalie Amos

Nichola Watson

Paul Ashwood

VO Recording

Mann Music (with thanks to Brian

Greene, Chris Mann, Martin T.

Sherman and Rik Elliott at the

Sound Company)

Managing Director

David Walsh

Frontier Representation

Jacqui Lyons of

Marjacq Micro

LucasArts, a division of Lucasfilm Entertainment Company Ltd.

Senior Producer

Shara Miller

Associate Producers

Dave Cerra

Cara Diehn

Assistant Producers

Christopher "Soup" Lee

Michael "EmDub" Ward

Localisation Producer

Marianne Monaghan

International Production Assistant

Gabriel Bootz

Technical Director

Jonathan Williams

External Executive Producer

Darren Atherton

VP of Product Development

Peter Hirschmann

Assistant to the VP of Product Development

Lynda Benoit

LucasArts Logo Animation Team

Edward Bowman

Jeff Brown

Jeff Sangalli

Paul Pierce

Audio Department

Senior Manager

Darragh O'Farrell

Music Supervisor

Jesse Harlin

Senior Voice Editor

Cindy Wong

Voice Editors

G.W. Childs

Harrison Deutsch

Voice Director

Wil Beckman

PARK Radio Assembly

Dave Levison

Jared Emerson-Johnson

Additional Sound Design

Chris Clain

Julian Kwasneski

Bill Storkson

Jared Emerson-Johnson

Additional Script Writing

David Collins

Jesse Harlin

Michael "EmDub" Ward

Audio Department Coordinator

Meg Crowell

Original Thrillville Compositions

David Collins

Jesse Harlin

"Off The Rails" by Monkeynaught

Written and Produced by Jesse

Harlin and David W. Collins

at the LucasArts Recording

Studio – San Francisco, CA

Lead Vocals – Jesse Harlin

Drums, Bass, Guitars,

Background Vocals –

David W. Collins

Mixed by David W. Collins

Mastered by John Cunibert at

Plant Mastering – Sausalito, CA

"Go For A Ride" by Mozingo

Written and Produced by Jesse

Harlin and David W. Collins

at the LucasArts Recording

Studio – San Francisco, CA

Lead Vocals – Jesse Harlin

Drums, Bass, Guitars,

Background Vocals –

David W. Collins

Engineered by Angie Yesson,

Jesse Harlin, and

David W. Collins

Mixed by David W. Collins

Mastered by John Cunibert at

Plant Mastering – Sausalito, CA

"Perfect Day" by Rapscallion

Written and Produced by Jesse

Harlin and David W. Collins

at the LucasArts Recording

Studio – San Francisco, CA

Lead Vocals, Drums, Bass,

Guitar, Keyboards –

David W. Collins

Background Vocals –

Jesse Harlin

Engineered by Angie Yesson,

Jesse Harlin, and

David W. Collins

Mixed by David W. Collins

Mastered by John Cunibert at

Plant Mastering – Sausalito, CA

"My Gurlz" by Spark Victoria

Written and Produced by Jesse

Harlin and David W. Collins

at the LucasArts Recording

Studio – San Francisco, CA

Lead Vocals – Genevieve Goings

Background Vocals – Jesse

Harlin and David W. Collins

Drums – David W. Collins

Drum Programming, Keys –

Jesse Harlin

DJ Scratches – Ryan Harlin

Engineered by Angie Yesson,

Jesse Harlin, and

David W. Collins

Mixed by David W. Collins

Mastered by John Cunibert at

Plant Mastering – Sausalito, CA

THRILLVILLE OFF THE RAILS™

Credits

"The Ballad of Bandito Chinchilla" by The Busted Bunk Band

Written and Produced by Jesse Harlin and David W. Collins at the LucasArts Recording Studio – San Francisco, CA Lead Vocals – John William Galt Background Vocals – Jesse Harlin and David W. Collins Orchestration and Mouth Harp – Jesse Harlin Acoustic and Electric Guitars – David W. Collins Engineered by Angie Yesson, Jesse Harlin, and David W. Collins Mixed by David W. Collins Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Whiplash" by Monkeynaught
Written and Produced by Jesse Harlin and David W. Collins at the LucasArts Recording Studio – San Francisco, CA Vocals – Jesse Harlin Drums, Bass, Guitars – David W. Collins Guitar Solos – Ric Wilson Engineered by Harrison Deutsch, Jesse Harlin and David W. Collins Mixed by David W. Collins Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Emo Skater Girl" by Mozingo
Written and Produced by Jesse Harlin and David W. Collins at the LucasArts Recording Studio – San Francisco, CA Vocals – Jesse Harlin Drums, Bass, Guitars – David W. Collins Engineered by Harrison Deutsch, Jesse Harlin, and David W. Collins Mixed by David W. Collins Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Dr. Kunkle's Funnkel Cake" by Father Torque
Written, Arranged, and Produced by Jesse Harlin and David W. Collins at the LucasArts Recording Studio – San Francisco, CA Drums – Jim Diaz Funk Bass, Guitar, Lead Vocals – David W. Collins Background Vocals (the "Funnkettes") – Jesse Harlin Hammond Organ, Clavinet – Ben Patterson Trumpets – Bill Ortiz (lead), Michael Olmos Saxophone – Joe Cohen Engineered by Harrison Deutsch, Jesse Harlin, Jim Diaz, David W. Collins Mixed by David W. Collins Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Loop It" by 80-HD

Written and Produced by Jesse Harlin and David W. Collins at the LucasArts Recording Studio – San Francisco, CA Lead Vocals – CJ Nord Background Vocals – Julissa L. Aguirre Electric Piano – Ben Patterson Drums – Jim Diaz DJ Scratches – Ryan Harlin Engineered by Harrison Deutsch, David W. Collins, Jesse Harlin Mixed by David W. Collins Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

Cast

Accountant

Matt Labordeaux

Adult Female 1

Christy Moreau

Adult Female 2

Kath Soucie

Adult Female 3

Brett Pels

Adult Male 1

Matt Labordeaux

Adult Male 2

Jon Curry

Adult Male 3

Drew Bell

AI Karumba

Matthew Piazzoli

Announcer

Matt Labordeaux

Announcer 2

Roger L. Jackson

Bandito Chinchilla

Roger L. Jackson

Barry von Richtoven

Roger L. Jackson

Blakie Steak

Tiffany Espensen

Child Female 1

Lauren Dennis

Child Female 2

Rachel Fox

Child Female 3

Frannie Mousler

Child Male 1

Branden Lemasters

Child Male 2

Benjamin Bryan

Child Male 3

Matthew Gumly

Commander

Oliver Muirhead

DJ

Andrew Chaiken

Genie Animatronic

Roger L. Jackson

Ghoul

Roger L. Jackson

H.G. Krupp

Meridith Bull

Jake Steak

Elan Garfias

Lady Shop Boss

Kath Soucie

Lindsey Noes

Kaci Brown

Moe Potts

Murphy Dunne

Molly Noodles

Kath Soucie

Mortimer

Brian Green

Mystery

Roger L. Jackson

Pilot

Oliver Muirhead

Player Child Female

Courtney Burness

Player Child Male

John DeVito

Player Teen Female

Jessica Cannon

Player Teen Male

Pierce Cravens

Robot

Roger L. Jackson

TAL-8850

Roger L. Jackson

Tank Commander

Matthew Piazzoli

Tank Player

Matt Labordeaux

Teen Female 1

Heather Hogan

Teen Female 2

Shanelle Workman

Teen Female 3

Natalie Lander

Teen Male 1

Eric Nelson

Teen Male 2

Dylan Snyder

Teen Male 3

Patrick Dorn

Tim Twinklefingers

Drew Osbourne

Testers

Lead Tester

Joe Acedillo

Assistant Lead Testers

Steve Braman

Clay Norman

QA Testers

John Arellano

Erik Blakeman

Matt Boland

Robert Bologna

Luis Buenaventura

Kevin Clark

Marco Crescenti

Aaron Duke

Mandy Heiser

James Kamp

Michael Kolin

Gregory Lee

Drew Miller

Miguel Angel Montoya

Josh Richardson

Adam Smith

Ben Stoddard

Scott Stokes

John Stratford

David Townsend

Spain Willingham

Senior Lead Tester

Mark Montuya

QA Manager

Toby Mast

Additional Testing by Babel Media

Project Manager

Kris Young

QA Manager

Paul Magor

QA's

Steve Beauchamp

Alexa Bentley

Adelle Keys

Kennetha Story

Kevork Sulukdjan

Lead Testers

Roch-Denis Gagnon

Steven Gentile

Martin Pelletier

Darren Stark

QA Testers

Andrew Aitonnen

Kevin Arthur

Gabriel Bartha

Marc Beauchamp

Alexandre Beaulieu

Jérémie Breau

Ryan Bridgman

Bryan Callaghan

Timothy Chan

Kevin Cheung

Sloan Crawford

Flint Delta

Max Delisle

Riccardo De Loris

Rafik Djeridi

Aidan Lamotte-Donovan

Kirt Collie

Max Delisle

Anthony Devito

Lauren Filatireault

Michael Findlay

Chris Gad

Yannick Gauthier

David St. Georges

Fred Gill

Marek Gola

Sebastien Goyette

Maxime Grenier

Kelly Grondin

Eric Guirguis

Kane Hale

Francois Hamel

Alexandra Healey

Ping Luen Hsieh

Olivier Iverson

David Jackson

Dmitri Kanashenko

Leslie Kha

Omega Knight

Linda Komsc

Jakub Kozanecki

Matthieu Lachance

Jesse Lafleur

Credits

Dominic Lavigne

David Luu
Andrew Malo
Esther Malouin
Erik Marcille
Danny Marino
Massimo Marino
Alexander Maynard
Philippe Monaco
Karsten Moore
Thomas Ng
Julien Lapointe Nguyen
Eric Niesen
Scott Nissen
Christopher Normandeaue
William Paré
Jérôme Parent
Jeffrey Payette
Mark Pequeno
Francis Plamondon
Nikolai Pleszczynski
Raza Ali Khan
Joseph Shenouda
Marcelo Shih
Michael Slack
Darren Stark
Aidan Stewart
David St. Georges
Sante de Santos
Joseph Serrao
Stephen Tabib
Stephane Tau
Maxime Tétreault
Martin Thibault
Nigel Thorpe
Charles Trudel
Michael Tusas
Francisco Ballesteros Virrueta
Chris Wylie

Production Services

Coordinator
Eva Holman
Console Resource Coordinator
Eric Knudson
Console Resource Coordinator
Eric Knudson
Compatibility Manager
Lead Technical Writer
Lynn Taylor
Sr. Lead Compatibility
Technician
Chris Adams
Tom McFarland
Lead Compatibility Technician
Matthew Bishop

Compatibility Technician

John Shields

Compliance Manager

David Chapman

Lead Compliance Tester

Matt Tomczek

Assistant Lead

Compliance Tester

Don Berger

Compliance Testers

Michael Castillo

Wilfredo Dimas

Arnel Flandez

Kamel Perez

Mastering Lab and Product

Support Manager

Jay Geraci

Mastering Lab Senior

Technicians
John Carsey
Scott Taylor

Product Support Senior Lead

Jason Smith

President

Jim Ward

Executive Assistant to the President

Erin Haver

Director of Global Marketing

Kevin Kurtz

Product Marketing Manager

Gavin Leung

International Product Marketing Manager

Julie Blodgett

Director of Creative Services

Ken Epstein

Marketing Services Coordinator

Heather Wagner

Creative Services Manager

Hezekiah Chorba

Stephen Ervin

Integrated Marketing Manager

Matt Shell

Director of Global Sales

Kevin Kebodeaux

Channel Marketing Manager

Sandee Ferrara

International Sales Manager

Christopher D'Avanzo

Sales Account Representative

Mike Maguire

Sales Coordinator

Lauren Short

Sales Analyst

Arnold Lee

Director of Public Relations

Margaret Grohne

Sr. Manager, Public Relations

Adam Kahn

Public Relations Manager

Hadley Fitzgerald

Studio Publicist

Chris Baker

Manager, International Public Relations

Erica Rogers

Vice President of Production Operations

Atsuko Matsumoto

Director of Consumer Insights

Sean Denny

Consumer Insights Analyst

Elina Shcop

Studio Coordinator

Elyse Regan

Director of Credit & Sales Operations

Cynthia del Rosario

Operations Global Planning, Materials & Manufacturing

Evelynne Bolling

Sales Operations Manager

Jason Periera

Operations Materials & Manufacturing

Myra Villaloid

Steven Hosey

Carlos Bustillo

Sales Operations & Credit

Trisha Young

Helen Dear

Jason Vincenti

Raul Varguez

Philip He

Director of Lucas Online

Bill Gannon

Internet Production Manager

Nicole Love

Internet Content Manager

Lauren Mullaney

Internet Design and Programming

Juxt Interactive

Manual Writer

Gregory Off

Manual Design

Off Base Productions

Director of Business Affairs & General Counsel

Seth Steinberg

Business Affairs

Sarah Garcia

John Garrett

Anne Marie Hawkins

Chris Holm

Douglas Reilly

Carole Vandermeyde

Network and Telecom

Peter Hricak

Rick Tuckness

Philip Lacey

Mike Potocny

Sandra Baron

Robert Santos

Johnson Ng

Mark Kayfez

Lucas Licensing, a Division of Lucasfilm Entertainment Company Ltd.

Stacy Arnold-Strider

Leland Chee

Pablo Hidalgo

Chris Gollaher

Darren Phillipson

Derek Stothard

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Ben Patterson

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David Jurenka

DW Drums

Eric Swihart

Erin and Eric Murphy

Grandma "Mozingo" Collins

Gregory Harsh

Jim Ward

John McDermott

John Messier

Jonathan Manahan

Juels Thomas

Kathleen Galli

Kimberly Noon

Kirk Buchanan

Kris Gustafson

Larry Shushan

Melissa Ransmeier

Mike Restifo

MT

Nicole Cerra

Nicole Lazzaro

Paul, Linda, and Kelly Ward

Sandy Hatcher

Stephen Jarvis

Studio Instrument Rentals, San Francisco

Sydney and Joanna Shell

The Boys in Burbank

The Business End

The Cerras & The Glanvilles

The Lee's (Dad, Mom, and Jeny)

The Millers & The Cavaughs

The "New Davis" Crew

Patio & Bobbie

Rooni and Pipper

Roxy

Soup's Los Angeles friends and family!

Tondelayo

Uncle Chuck

Very Special Thanks

George Lucas



Activision UK

SVP-European Publishing
Joerg Trouvain

General Manager Europe
Alison Cressey

Senior Brand Manager Europe
Amanda Welch

Director of Production
Services - Europe
Barry Kehoe

Senior Localisation Project
Manager
Charlie Harris

Manager EUP Creative Services
Jackie Sutton

Creative Services Project
Manager
Mark Lugli

Creative Services Co-ordinator,
Box and Docs
Mélissandre Monatous

Creative Services Co-ordinator,
Marketing Materials
Natalie Clarke

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