



Games  
for Windows®

# THRILLVILLE *OFF THE RAILS*



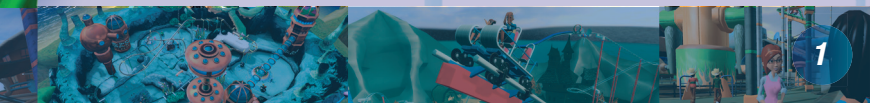
FRONTIER



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 you and your guests' dreams!



#### PARK UPGRADES

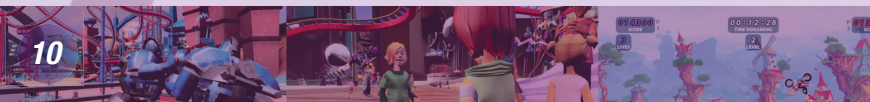
Park Upgrades allow you to research new and exciting features for your park. You can view upcoming research items or adjust spending to try and unlock rides faster. Marketing advertises your park in a periodical, getting big publicity and drawing people to the park. You can use Marketing to attract your 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 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.



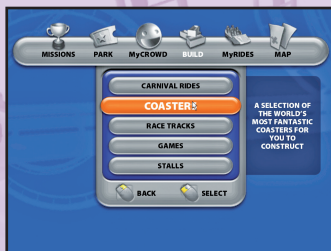
## THRILLVILLE STATISTICS

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**.



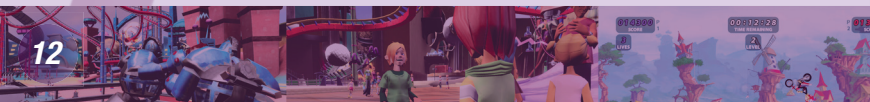
**Pre-built:** These Coasters are ready-made and can be built with the press of a button.

**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.

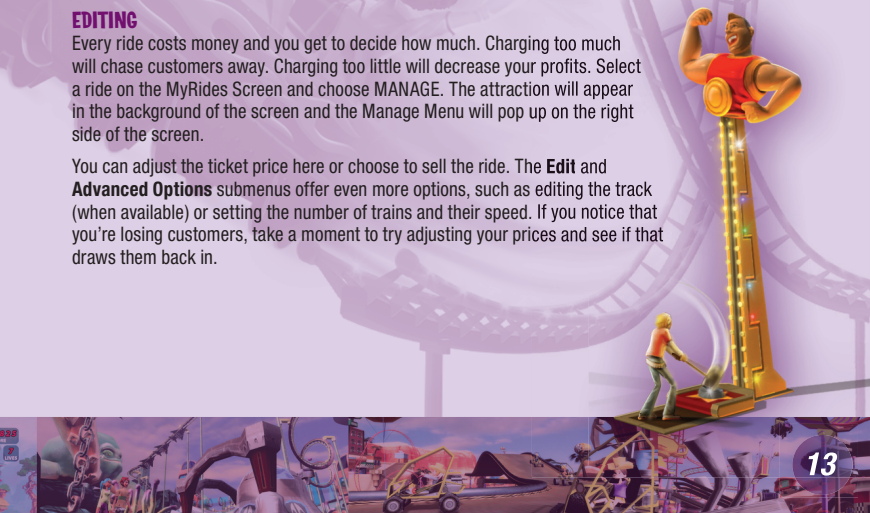
**Paint:** Slap a fresh coat on your ride to make it stand out! Select from a variety of vibrant colours with the paint selector, or choose the SPLATTER option to let the computer do it for you.

**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.



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!

## Coaster Builder



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.

## Party Play



## Arcade

### STUNT RIDER

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

#### Controls:

Shift Weight / Steer  
Accelerate  
Brake / Reverse  
Horn

Arrow Keys / A ◀ / D ▶  
Arrow Keys / Space / W  
Arrow Keys / Alt / S  
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

Dash / Evade

Jump

Normal Attack / Pick Up Item

Strong Attack

Special Attack

Arrow Keys / W ↑ / S ↓ /  
A ◀ / D ▶

Arrow Keys / W ↑ / S ↓ /  
A ◀ / D ▶ (double tap)

Space

P, X Keys / Left Mouse  
Button

O, Z keys / Right Mouse Button

Enter / C Key



### TANK FRENZY

Drive your tank to victory in this top down shooter.

#### Controls:

Steer / Move Tank

Rotate Turret

Fire Machine Gun

Fire Cannon

Arrow Keys / W ↑ / S ↓ /  
A ◀ / D ▶

I ↑ / K ↓ / J ◀ / L ▶

Right Mouse Button

Left Mouse Button



### Attractions

#### ROBO K.O.

Sit in a giant robot and pummel your adversary!

##### Controls:

Move  
Block  
Left Hook  
Right Hook  
Cross  
Uppercut  
Jab  
Tag

Arrow Keys  
S (hold)  
A  
D  
E  
W  
Q  
Space



#### COASTERTRON

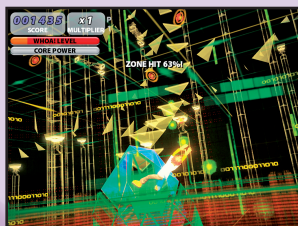
Ride your coaster in the virtual reality simulator. Can you hit all the zones and thrills?

##### Controls:

Lean into WHOA Zones

Touch WHOA Targets

Arrow Keys / W ↑ / S ↓ /  
A ← / D →  
Space / Left Mouse  
Button



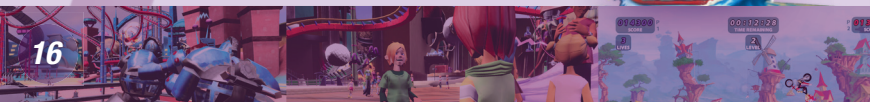
#### POOL

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

##### Controls:

Aim Cue Stick  
Adjust Power  
Shoot  
Pick Up / Place Ball  
Top Down View

Arrow Keys / A ← / D →  
Arrow Keys / W ↑ / S ↓  
Left Mouse Button  
Right Mouse Button  
Space / Centre Mouse  
Button



## 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

Press Corresponding On-screen Button

Arrow Keys / W ↑ / S ↓ /  
A ← / D →

W, S, A, D



### GROUNDKEEPER

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

#### Controls:

Move

Suck Litter  
Wash Vomit

Arrow Keys / W ↑ / S ↓ /  
A ← / D →

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:

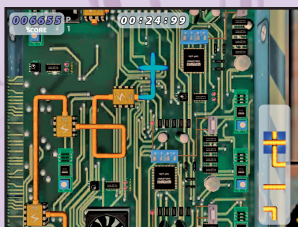
Move Cursor

Place Component

Remove Component

Arrow Keys / W ↑ / S ↓ /  
A ← / D →

Space / Left Mouse 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  
Fire

Arrow Keys / A ← / D →  
Space / Left Mouse Button



### Sideshows

#### ALLEY BALL

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

#### Controls:

Aim

Throw

Arrow Keys / W ↑ / S ↓ /  
A ← / D →  
Space / Left Mouse  
Button



#### TEST YOUR STRENGTH

Swing the hammer and show your strength!

#### Controls:

Build Power

Swing / Aim

Arrow Keys / A ← / D →  
(tap rapidly)  
Space / Left Mouse  
Button



## Frontier Developments Ltd.

**Executive Producer**  
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**Senior Producer**  
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**Producer**  
Michael Brookes

**Assistant Producer**  
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**Lead Artist**  
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**Lead Programmer**  
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**Audio Department Coordinator**  
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**Original Thrillville Compositions**  
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Guitar Solo – Ric Wilson  
Engineered by Angie Yesson, Jesse Harlin, and David W. Collins  
Mixed by David W. Collins  
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

**"Go For A Ride" by Mozingo**  
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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 Cuniberti at Plant Mastering – Sausalito, CA

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Background Vocals – Jesse Harlin  
Engineered by Angie Yesson, Jesse Harlin, and David W. Collins  
Mixed by David W. Collins  
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

**"My Gurlz" by Spark Victoria**  
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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 Cuniberti at Plant Mastering – Sausalito, CA

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

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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

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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, Clarinet – 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 Laborieux

### Adult Female 1

Christy Moreau

### Adult Female 2

Kath Soucie

### Adult Female 3

Brett Pels

### Adult Male 1

Matt Laborieux

### Adult Male 2

Jon Curry

### Adult Male 3

Drew Bell

### AI Karumba

Matthew Piazzi

### Announcer

Matt Laborieux

### Announcer 2

Roger L. Jackson

### Bandito Chinchilla

Roger L. Jackson

### Barry von Richtoven

Roger L. Jackson

### Blaike Steak

Tiffany Espensen

### Child Female 1

Lauren Dennis

### Child Female 2

Rachel Fox

### Child Female 3

Frannie Mouser

### 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 Bunniss

## 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 Piazzi

## Tank Player

Matt Laborieux

## 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 Brame

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 Montoya

## 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 Sulukdjian

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Steven Gentile

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Darren Stark

### QA Testers

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Gabriel Bartha

Marc Beauchamp

Alexandre Beaulieu

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Michael Slack  
Darren Stark  
Aidan Stewart  
David St. Georges  
Sante de Santis  
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## **Console Resource Coordinator**

Eric Knudson

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## **Lead Compatibility Technician**

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Don Berger

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## **Special Thanks**

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The Boys in Burbank

The Business End

The Cerras & The Glanvilles

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

The Millers & The Cavanaugh's

The "New Davis" Crew

Patio & Bobbio

Rooni and Piper

Roxy

Soup's Los Angeles friends

and family!

Tondelayo

Uncle Chuck

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