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[LucasArts' Thrillville Goes Off the Rails for 2007](#)



FACT SHEET

Description

Thrillville™: Off the Rails™ amps up the family-friendly mix of gameplay that made *Thrillville* the best-selling original children's intellectual property of 2006 with some of the most outlandish roller-coaster concepts ever imagined, as well as new ways to talk to park guests and a new array of carnival games.

Off the Rails lives up to its name with 20 death-defying rides so outrageous, they inspire the same word from every park visitor who sees them: "WHOA!" Players build these incredible "WHOA Coasters" to leap from one track to another, launch through the air like cannonballs, blast through a burning rings of fire and more.

A new lighthearted story ties together more than 100 missions, complete with 34 playable multiplayer theme-park games and social interaction with park guests that's better than ever. The in-depth conversations both advance the plot and suggest better ways to manage the park. But is every guest to be trusted?...

Features

- Experience the visceral fun of interacting with a theme park you create.
- Build and ride your own creations, talk and joke with all your guests, and play dozens of minigames.
- Use the Wii Remote and Nintendo DS stylus in innovative ways to develop roller coasters and play minigames with the flick of your wrist.
- Create 20 death-defying WHOA Coasters such as these:
 - **Hotrod Stunt:** A nitro boost propels a car across a broken track. .
 - **Pendulizer:** A giant arm grabs the car just before a gap in the track, whips

- it around in a full circle, then sets it down on the other side. .
 - **Escape Drop:** The track holds the car stationary as it lifts itself from level ground to a full 90-degree drop. Then it lets go.
- Visit 15 themed areas, like Battleville, Winterville, Spaceville and Aeroville, all spread throughout five new parks.
- Distinguish your rides even more with enhanced customization options. Attach animatronics, flowers and flaming hoops to all of your coasters and rides.
- Smarter guests, better dialogue, and more focused two-way conversation make *Thrillville's* socialization aspects even more amusing than before.
- Conversation more directly impacts the story than in the original *Thrillville*.
- Play 34 minigames -- 14 new, 20 returning from the original *Thrillville* but with new levels. Examples of new minigames include the following:
 - **Robo K.O.:** Hit, bop and block with these boxing robots.
 - **Sparkle Quest:** Delightful 2D platforming action on Sparkle Island.
 - **Bandito Chinchilla:** A classic side-scrolling beat-'em-up ... where you're a boxing Chihuahua!
 - **Tank Frenzy:** Get combative in this vertically scrolling shoot-'em-up.
- All minigames feature leaderboards for Xbox Live.
- DC Studios is creating the entirely unique Nintendo DS version from the ground up to best take advantage of the handheld's touch-screen capabilities.

Release Date: 5 December 2007


Platform: PlayStation®3 computer entertainment system
Xbox 360™ video game system from Microsoft
Wii™
Nintendo DS™

Suggested Retail Price: TBC

Rating: PG

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