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**THOMAS
& FRIENDS**

**Instruction
Book**

Railway Adventures



**CD-ROM
PlaySet**

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FIRST THINGS FIRST

The ReadMe File

The *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Thomas & Friends™ – Railway Adventures* directory found on your hard drive (usually in C:\Program Files\Infogrames\Thomas & Friends – Railway Adventures). You can also view the ReadMe file by clicking on the Start button on your Win95/98/Me taskbar, then clicking on Programs, then on Infogrames, then on *Thomas & Friends*, and finally on the ReadMe file item. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

System Requirements

Operating System:	Windows® 95/98/Me/2000/XP
Processor:	Pentium® 233 MHz or higher
Memory:	32 MB RAM
Hard Disk Space:	60 MB Free
CD-ROM Drive:	8X Speed
Video:	2 MB Windows® 95/98/Me-compatible SVGA video card*
Sound:	Windows® 95/98/Me-compatible sound card*
DirectX:	DirectX version 7.0a (included) or higher

* Indicates device should be compatible with DirectX 7.0a or higher.

SETUP AND INSTALLATION

1. Start Windows® 95/98/Me/2000/XP.
2. Insert the *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the “My Computer” icon on your Win95/98/Me/2000/XP desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the “setup.exe” file in the install folder of the *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game disc.
5. Once installation is complete, click on the Start button at the bottom of the screen, and choose Programs/Infogrames/*Thomas & Friends/Thomas & Friends – Railway Adventures* to start the game. (To bypass the introduction sequence, pull the whistle on the playset.)

Note: You must have the *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game disc in the CD-ROM drive to play.

Installation of DirectX

The *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game disc requires DirectX 7.0a or higher in order to run. If you do not have DirectX 7.0a or higher installed on your computer, click “Yes” when asked if you would like to install it.

ATTACHING THE PLAYSET

Note: Have an adult carefully remove ALL holding wires from the playset before using.

The *Thomas & Friends™ – Railway Adventures* playset fits right on top of most standard computer keyboards. Attaching it is easy!



1. Place the playset on your keyboard and fit the left rear corner of the playset over the  key.



2. Thread the longer hook-and-loop fastening strap under your keyboard and attach it to the shorter hook-and-loop fastening strap on the back of the playset.

WELCOME TO THOMAS & FRIENDS™ – RAILWAY ADVENTURES!

Play engineer and drive Thomas! Blow the whistle, set the throttle, switch tracks and talk to Thomas' friends – it's going to be a busy day on the Island of Sodor! Use your Thomas playset to help deliver passengers for Bertie, repair landslide damage with Harold, find and sort the mail – plus a whole lot more! Travel with Thomas through four fun adventures filled with activities, games, and cool print features for off-computer play!

THE PLAYSET CONTROLS

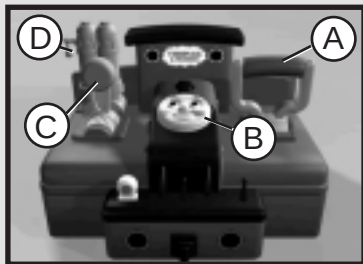
The *Thomas & Friends™ – Railway Adventures* playset features all of the controls you'll need to drive Thomas. Each control is described below:

A. Throttle – Push this lever towards the screen to move Thomas forward; pull it towards you to move Thomas backward. To stop Thomas, move it to the center position.

B. Thomas Button – Press this button to hear what Thomas has to say. He may give you a hint, remind you of what you need to do, or tell you when you are approaching a junction.

C. Action Lever – Move this lever to the left or right to switch the connecting tracks at a junction. This is called changing the “points,” which allows you to choose where you want Thomas to go. (See “Track Signals” on page 10.)

D. Whistle – Pull the whistle to make it sound, or pull it to link Thomas to or uncouple Thomas from coaches, flatbeds and the Troublesome Trucks.



GETTING STARTED

Sign In

When you first launch the game, a brief introduction will play followed by the Sign-In screen. To sign in, complete the following steps:

1. Move the throttle forward or backward to highlight one of the four numbers; then pull the whistle to confirm your selection. A flashing cursor will appear in the number's corresponding name box.
2. Next, move the throttle forward or backward to scroll through the alphabet until you see the letter you want to enter. Once the letter appears, move the action lever to the right to enter that letter. This will also move the cursor ahead one space so that you can enter the next letter of your name.
3. Follow Steps 1 and 2 to enter each letter of your name. You can enter a name up to 10 characters.



Blank Spaces: If you wish to enter a blank space in your name, use the throttle to scroll through the alphabet and select the blank space that appears between the letter “A” and the letter “Z,” or simply move the action lever to the right *twice*.

Oops! Wrong Letter? If you make a mistake and need to change a letter that you've already entered, use the action lever to select the letter you want to change. Next, use the throttle to change the incorrect letter to the correct letter.

4. Once you've correctly entered your name, pull the whistle to start the game.

Continuing a Saved Game

If you exit the *Thomas & Friends™ – Railway Adventures* CD-ROM before completing all of the adventures, the game you were playing will automatically be saved. The next time you launch the game, just sign in under your own name and continue where you left off. **Note:** If you exit the game before completing an *activity*, that activity's progress will not be saved. You must complete an activity for it to be saved.

Deleting a Saved Game

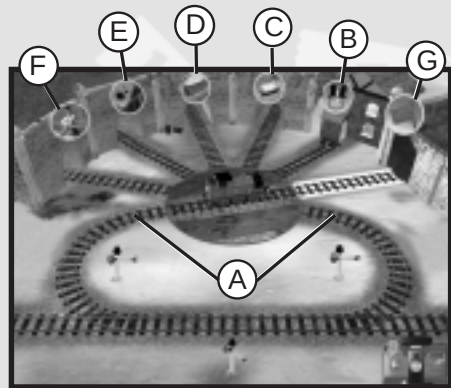
To delete a previously saved game, change an existing Sign-In screen name to a new name. Select that new name to start a brand new game.

LEARN HOW TO DRIVE THOMAS!

After you first sign in, you will be asked if you would like to learn how to drive Thomas. Use the action lever to select Yes or No and then pull the whistle. If you choose Yes, Sir Topham Hatt and Thomas will tell you what to do so that you can learn how to use all of the playset controls.

THE ENGINE SHEDS SCREEN

When you first begin playing, you will be taken to the Engine Sheds screen. From here you can choose to visit any one of several different areas. Use the action lever to turn the turntable so that it connects to the track leading to the area where you would like to go. Once the track becomes highlighted, drive Thomas forward on that track to enter its activity area. **Note:** You can only enter the activity areas from the Engine Sheds screen. Each area is described on the next page.



- A. Drive Around the Island** – Select this track (from either direction) if you would like to drive around the Island of Sodor as described on page 10.
- B. Sir Topham Hatt's Office** – Select this track to visit Sir Topham Hatt's office where you can print pictures and certificates as described on page 12.
- C. Important Supplies** – Select this track to take important supplies to the airfield as described on page 14.
- D. The Missing Mail Truck** – Select this track to go look for the missing mail truck as described on page 15.
- E. It's a Landslide!** – Select this track to go help repair the landslide damage as described on page 16.
- F. All Aboard!** – Select this track to help get Bertie's passengers to their stations as described on page 17.
- G. Exit Game** – Select this track to stop driving Thomas and exit the game.

DRIVE AROUND THE ISLAND OF SODOR!

There are all sorts of things to see and do when you drive around the Island of Sodor. Simply push the throttle forward and you're on your way! You can choose which stations to visit, which tracks to take, and where to stop. As you make your way around the Island, you will see such things as:



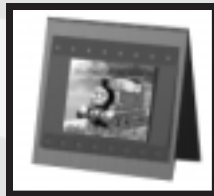
Signals

These tell you which way the points are set. When you see a signal pointing down, that's the track Thomas will take. To change the points, move the action lever to the left or right.



Signposts

A signpost surrounded by a yellow outline tells you which area you will be heading towards once you pass that junction. Use the action lever to change the points if you want to go to a different area. **Note:** If you miss the junction, stop Thomas. Then back up until you're in front of the signposts, change the points, and try again.



Thomas

If you see a sign like this by the side of the track, stop beside the sign so that it highlights and then pull the whistle. You're in for a great surprise!



Red Flags

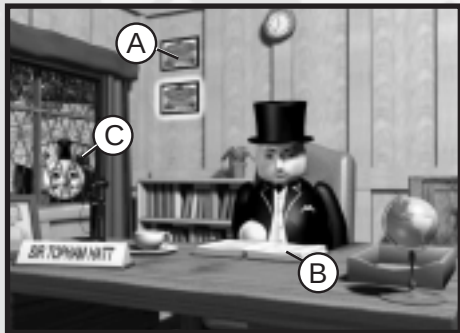
Whenever you want to return to the Engine Sheds screen, pull up next to a red flag so that it highlights and then pull the whistle.



Mini Game

From time to time, you'll reach a junction where you can choose to go play a mini game. See "4 Fun Mini Games to Play!" on page 18.

SIR TOPHAM HATT'S OFFICE



A. Certificates

Each time you complete one of the adventures or mini games, Sir Topham Hatt, will reward you with a certificate. To print out a certificate, do the following:

1. Use the throttle and action lever to highlight the certificate that you would like to print.
2. Now pull the whistle to select the highlighted certificate. Doing so will bring up the Certificate Printing screen.
3. Use the action lever to select Yes (if you would like to print out the certificate) or No (if you decide you do not want to print out the certificate at this time).
4. Pull the whistle to confirm your selection and return to Sir Topham Hatt's office.

B. Adventure Pictures

On Sir Topham Hatt's desk is a big red book. Inside are exciting pictures from each of the four adventures. To print out a picture from a *completed* adventure, do the following:

1. Use the throttle and action lever to highlight the big red book; then pull the whistle to select it. This will open the book, revealing 12 different adventure pictures (three for each of the adventures). **Note:** If a picture is grayed out, it is not yet available for printing. Each time you complete an activity, a new picture will become available for you to print.
2. Now use the throttle and action lever to highlight the picture you would like to print.
3. Pull the whistle to select the highlighted picture. Doing so will bring up the Picture Printing screen.
4. Use the action lever to select Yes (if you would like to print out the picture) or No (if you decide you do not want to print out the picture at this time).
5. Pull the whistle to confirm your selection.
6. To close the book, highlight the red flag at the bottom of the screen and then pull the whistle.

C. Return to the Engine Sheds Screen

When you are done printing and would like to return to the Engine Sheds screen, use the throttle and action lever to highlight the window next to Sir Topham Hatt's desk and then pull the whistle.

THE STATIONS

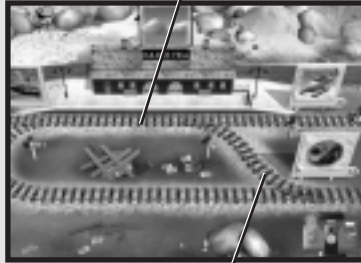
The Island of Sodor features four different train stations. Each station has two tracks in common: the Main Line and a “sidings.” The Main Line runs directly in front of the station house and leads you all around the Island. The shorter track, called the sidings, leads you off of the Main Line and brings you to one of the adventure areas described on the next few pages.

Note: You can only access an adventure from the Engine Sheds screen described on page 8.

IMPORTANT SUPPLIES!

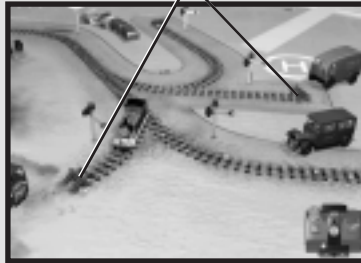
Some of Thomas’s friends need help at the airfield. Someone may need a repairman, or perhaps some fuel. When you arrive at the airfield, use the action lever to change the points and then drive up to each of the buffers to find out what Thomas’ friends need. If you’re not sure of what you need to do, simply push the Thomas button for a helpful hint.

Main Line



Sidings

Buffers



Once you know the supplies you need to collect, drive Thomas backward into the station so that he can be on his way to help his friends. To deliver a collected supply, bring it to the friend in need and pull the whistle to uncouple it from Thomas.

THE MISSING MAIL TRUCK!

Oh, no! Devious Diesel has hidden one of the mail trucks somewhere on the Island. Can you find it? Search the Island and listen carefully for clues.

Hint! Look for dropped pieces of mail and follow where they lead. Once you find the missing mail truck, take it to the Town station and then go to the Delivery Bay, which is located at the end of the sidings.

At the Delivery Bay, you will need to sort the mailbags. Use the action lever to move the Mail Shoot over the correct freight car. Then use the throttle to move the mail truck over the Mail Shoot. Once the mail truck is in position, pull the whistle to drop the mailbag into the Mail Shoot. After you have loaded all the mailbags, Thomas’ friends will deliver the mail to the proper places.



IT'S A LANDSLIDE!

Percy needs to deliver a load of coal, but a landslide has damaged the track! The sooner you can repair the track, the sooner Percy can deliver the coal.

Fill in the Missing Stones

Use the action lever to change the points until Toby's track highlights. Now drive Thomas backward to the Troublesome Truck and pull the whistle to couple them.



Water Gauge

Once they are coupled, drive up the mountain to deliver the stones to Harold. When you reach the top of the mountain, pull the whistle to signal Harold to unload the stones. After you've unloaded all of the stones, drive Thomas backward to the water tower where James will be waiting. Pull the whistle to uncouple the Troublesome Truck from Thomas. James will then take it away.

Keep Your Eye on the Water Gauge!

Moving the stones up the mountain is hard work. Thomas needs lots of water to do the job. Keep checking his water gauge. When it gets very low, fill Thomas up at the water tower.

To fill Thomas with water, back Thomas up under the water tower. Then move the action lever first to the left and then to the right to pump the water. When the water gauge reaches full, Thomas can continue his repair work.

Fill in the Missing Track Pieces

After you've filled in all the missing stones, you must then fill in the missing track pieces. Drive Thomas backward on Toby's track to the Iron Yard. Once there, use the action lever to change the points and then drive over to the flatbeds. Pull the whistle to couple one of the flatbeds to Thomas. Now drive over to the track piece pile and pull the whistle again. Cranky the Crane will load a piece of track onto the flatbed for you. Follow these same steps for each of the flatbeds and each piece of track. After you have loaded all three pieces of track onto the flatbeds, drive Thomas back to the landslide area and fill in the missing track pieces the same way you filled in the missing stones.

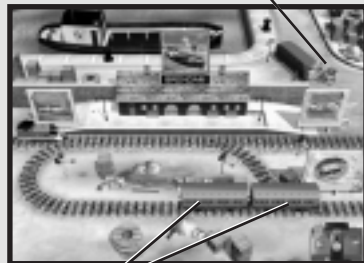


Flatbeds

ALL ABOARD!

Bertie has a flat tire and needs you and Thomas to deliver his passengers. With help from Annie and Clarabel, you and Thomas can save the day!

Back Thomas up to Annie and Clarabel and then pull the whistle to couple them all together. Now drive forward along the Main Line and blow the whistle to get the attention of Bertie's stranded passengers.



Annie and Clarabel

Before the passengers can board Annie and Clarabel, they will need to buy tickets. Use the action lever to select the station where each passenger would like to go. Next, pull the throttle to issue a ticket for each passenger.

Note: If there is one passenger, pull the throttle *once*. If there are two passengers, pull the throttle *twice*.

After all of the passengers have purchased their tickets and boarded the train, you must drop them off at the right stations!

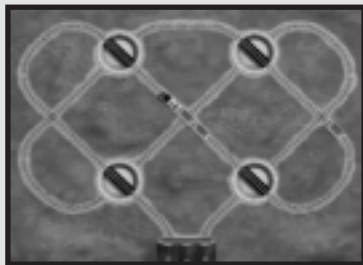


4 FUN MINI GAMES TO PLAY!

In addition to 4 exciting adventures, the *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game features 4 different mini games for you to discover as you drive around the Island of Sodor. Each mini game is explained below.

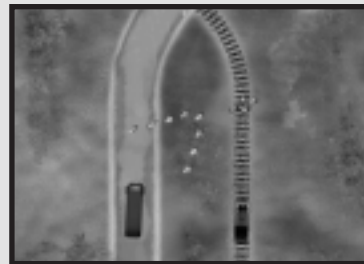
TROUBLESOME TRUCKS ROUNDUP

The Troublesome Trucks have escaped into the sidings, and Thomas must round them up. Chase the trucks around the loops and into the shed. Use the action lever to turn the turntables and connect the tracks.



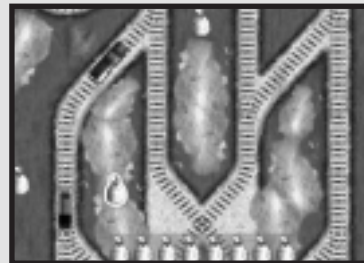
THE GREAT RACE

It's a race to the station between Thomas and Bertie! But watch out – sheep, cows and ducks will appear along the tracks to slow Thomas down. **Hint!** You can help Thomas scare the animals off the tracks by blowing his whistle.



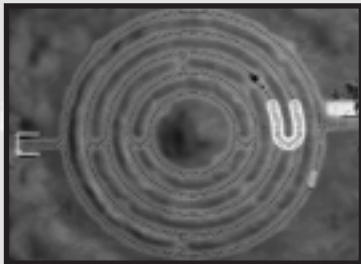
MAIL BAG SNAG

Devious Diesel has left the back door of the mail truck open and the mailbags are falling out along the tracks. Help Thomas collect all of the dropped mailbags by chasing Devious Diesel around the tracks. When you see him drop a mailbag, drive over to it and pull the whistle to pick it up.



TRACK DOWN TOBY

Toby is lost in the sidings and Thomas must find him and bring him out. Drive Thomas through the maze until he reaches Toby. Then pull the whistle to couple Toby to Thomas and drive them both out of the maze.



INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

<http://www.uk.infogrames.com>

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Hints and Tips
- Software Upgrades
- Demos
- Interviews
- And much more
- Community
- Competitions

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT

If you are having technical difficulties with the *Thomas & Friends™ – Railway Adventures* CD-ROM Playset game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call :

Hints & Cheats : **09067 53 50 10**

24 hours a day 75p/min

Technical Support : **0161 827 8060/1**

09:30 to 17:00 Monday to Friday (except Bank Holidays)

Or

hepline@uk.infogames.com

SMOBY Customer - Unit 13 - Eurolink Industrial Estate Castle - Upper Filed
Road - Sittingbourne KE - ME10 3RN/UK - Tel : 01 29 16 36 900.

CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your

body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.



NOT suitable for children under 36 months - Small parts might be swallowed or inhaled.

CREDITS

Infogrames Interactive

Viktorya Hollings
Terry Chubet
Producers

Melanee Hannock
Associate Product Manager

Eric Hayashi
Shahid Ahmad
Executive Producers

Michael Craighead
Director of Quality Assurance

Kurt Boutin
Q.A. Certification Manager

Randy Lee
Bill Carroll
Q.A. Testing Managers

Jonathan Chmura
Q.A. Certification Lead

Eric Manktelow
Lead Tester

Nick Thorpe
Tim Stokes
Joel Langton
Chris Naggs
Testers

Nancy MacIntyre
V.P. of Marketing

Steve Martin
Manager of Creative Services

Elizabeth Mackney
Manager of Editorial & Documentation Services

Kristine Meier
Senior Graphic Designer

Paul Collin
Copywriter

David Mauceri
Senior Project Manager

Minds Eye Productions

Martin Batten
Managing Director

Stuart Middleton
Technical Director

Marcus Fielding
Executive Producer

Steve Holley
Producer

Pierre Larson
Assistant Producer

Steve Keen
Lead Programmer

John Lusty
Kevin Cook
Dale Johnstone
Programmers

Chris Parlor
Lead Artist

Duncan Mclaren
Glenn Boswell
Roger Bennett
Artists

Dave Sullivan
Sound

Marcus Fielding

Music

Steve Holley
Chris Parlor
Game Design

Margaret Leonard
Scripts

Gullane Entertainment

US Office:

Christina Miller
Head of Brand & Licensing Development

David Jacobs
VP, Group Head of US Licensing

UK Office:

Julie Rideout
Senior License Manager

Valerie Fry
VP, Group Head of UK Licensing

Music from the series composed by Mike O'Donnell and Junior Campbell

Special Thanks

Michael Angelis
Simon Hepworth
Stephen Donald
Voice Talent for all characters

Video Clips

Thomas and Bertie's Great Race
Tenders and Turntables
Cranky Bugs
Put Upon Percy
Available in their entirety by Video Collection International Limited.

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Brevet WO 99/ 39 789 Based on a concept by Klitsner Industrial Design, LLC, Interactive Audio,
and Dan Klitsner, Gary Levenberg, and Brian Clemens"

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Thomas the Tank Engine & Friends

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Based on The Railway Series by The Rev W Awdry

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Developed by Minds Eye Productions.

Original Concept by KID Interactive, LLC.

Industrial Design and User Interface By Klitsner Industrial Design, Inc.

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 BINK
VIDEO

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