

## A Few Helpful Hints

- Start by trying to switch between the characters.
- Pick up **everything** you can. Odds are, at some point, all those strange things will serve some purpose.
- If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used. Think about the places you've gone, and the people you've met. Chances are there will be a connection that'll put you back on track.
- Save your game before attempting something that seems dangerous, particularly using weird red buttons or using balloons.
- Some of the puzzles require cooperation between the main playable characters.
- If you really, truly are stuck, find a phone in the game and call H.I.N.T (4468) to access the fully automated Hint-Tron 3000™ system.

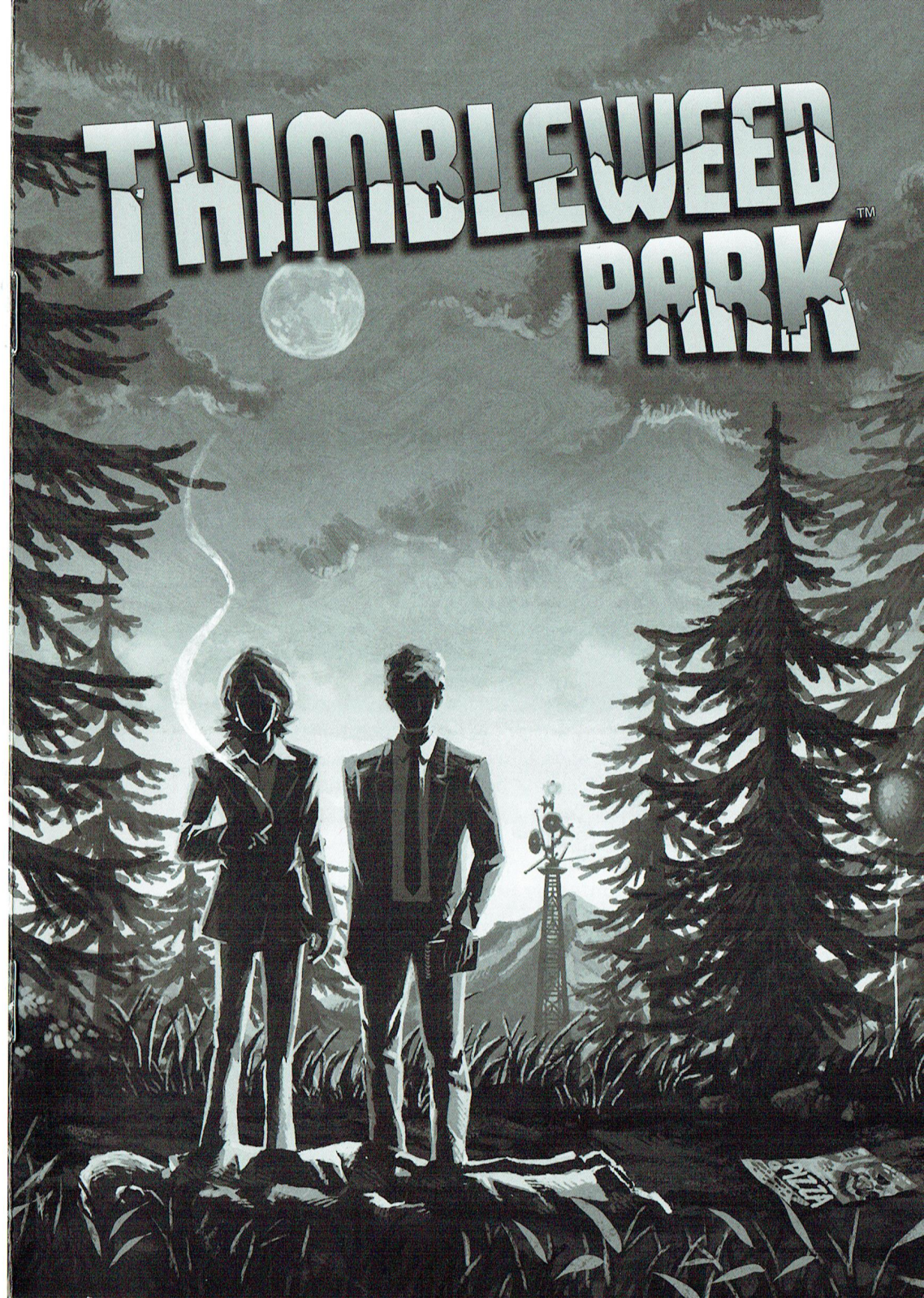
## Our Game Design Philosophy

We follow Gilbert's Rules for Making Adventure Games:

- End objective needs to be clear
- Sub-goals need to be obvious
- Live and learn
- No backwards puzzles
- Allow players to go back to pick up items they need now
- Puzzles should advance the story
- Real time is bad drama
- Incremental reward
- No arbitrary puzzles
- Reward player intent
- Don't have unconnected events
- Give the player options

For more information, go to:

[http://grumpygamer.com/why\\_adventure\\_games\\_suck](http://grumpygamer.com/why_adventure_games_suck)





# THIMBLEWEED PARK™

## PC/Mac/Linux

Created by Ron Gilbert and Gary Winnick

Designed by Ron Gilbert and Gary Winnick  
with David Fox and Jenn Sandercock

Written by Ron Gilbert and Lauren Davidson

Additional Writing by David Fox and Jenn Sandercock

Game Programming by David Fox and Jenn Sandercock

Background Art by Mark Ferrari with Octavi Navarro

Animation by Octavi Navarro and Gary Winnick

Sound by David Fox, Ron Gilbert, and Elise Kates

Music by Steve Kirk

Inventory Art by Gary Winnick

UI font design by Sven Ruthner

Produced by Chase Martin with Jenn Sandercock

Lead Testing by Robert Megone

Senior QA Testing by Katerina Bergerova

QA Testing by Christer Kaitila, Mathew Kumar, Mathias Neukam,  
Stefan Fischer, Concha Fernández

Engine Programming by Ron Gilbert with Malcolm Stead

Translations by Boris Schneider-Johne (German),

Concha Fernández (Spanish), Christophe Pallarès (French),

Fabio Bortolotti (Italian), Alexander Preymak (Russian),  
Heinrich Lenhardt (German)

Box cover art by Nina Matsumoto

Manual written by Jenn Sandercock

Box and contents designed by Fangamer

**Full credits at <http://thimbleweedpark.com/credits>**

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Your **Thimbleweed Park** package should contain the following:

- One User's Manual (what you're reading now)
- One installation CD
- One copy of the **Nickel News**
- One pack of sticky Specks of Dust™
- One S&D Diner Placemat
- One floppy disk
- Three stickers

## ABOUT THIMBLEWEED PARK

Welcome to Thimbleweed Park. Population: 80 nutcases.

A haunted hotel, an abandoned circus, a burnt-out pillow factory, a dead body pixelating under the bridge, toilets that run on vacuum tubes... you've never visited a place like this before.

Five people with nothing in common have been drawn to this rundown, forgotten town. They don't know it yet, but they are all deeply connected. And they're being watched.

...Who is Agent Ray really working for and will she get what they want?

...What does Junior Agent Reyes know about a 20 year old factory fire that he's not saying?

...Will the ghost, Franklin, get to speak to his daughter again?

...Will Ransome the \*Beeping\* Clown ever become a decent human being?

...Will aspiring game developer Delores abandon her dreams and stick by her family?

...And most importantly: how come no one cares about that dead body?

By the end of a long, strange night in Thimbleweed Park, all of this will be answered -- and you'll question everything you thought you knew.

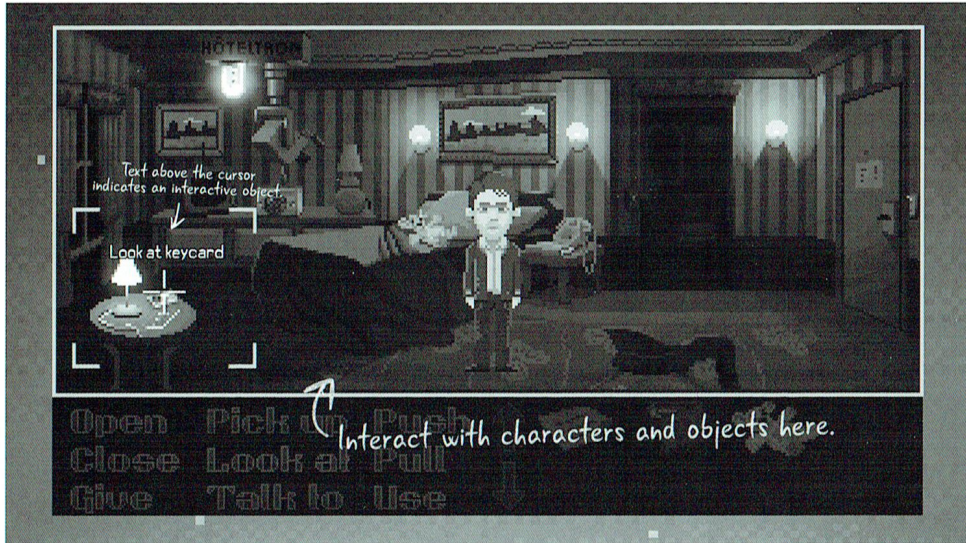
In a town like **Thimbleweed Park**, a dead body is the least of your problems.



## GETTING STARTED

To install **Thimbleweed Park**, insert the DVD into your computer and open it. On the DVD, find the folder or directory for your operating system (Mac, Linux, Windows) and open it. For Windows, run the installer. For Mac, double-click on the .zip file to extract the game, then copy it to your Applications folder. For Linux, extract the files and place them on your hard drive.

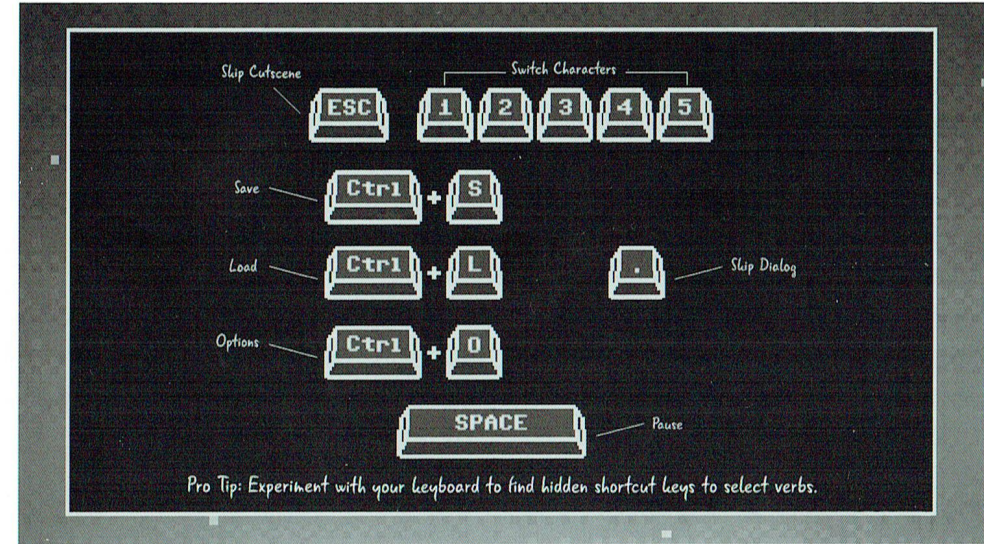
## MOUSE CONTROLS



Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialog in a conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing. Double click a location to move to that location more quickly. Click & hold the left mouse button to get your character to follow your cursor around the screen.

## KEYBOARD CONTROLS

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the left mouse button.



## SAVE/LOAD INSTRUCTIONS

Although certain pigeons will tell you otherwise, it is highly recommended that you save your game at key points so that you can go back to areas to explore later.

When you use the Save Game option, the games will be saved in a directory on your hard disk which contains your preferences files. The save/load option will not be available during some special cutscenes in the game.

### To SAVE:

Open up the Options menu, either from the drop-down menu in the top right or by pressing **CTRL-O** or **CMD-O**. Then select Save Game. The current list of saved games will be displayed in slots on the screen. Select a slot by pointing the cursor to it and clicking.



## To LOAD:

Click on the **Load Game** option. The current list of saved games will be displayed in slots on the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you have changed your mind and do not wish to load it.

**Warning:** Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you opened the Options menu, be sure to SAVE the game before LOADING a different one.

**Warning:** Starting a new game will overwrite the current save game in the auto-save location. If you think you will want to return to your current game, be sure to SAVE the game before LOADING a different one or starting a new game.

## SETTING PREFERENCES

When you start for the first time, the program will create a folder to store your preferences. Many preferences can be changed within the game from the Options menu. For example, you'll want to check the toilet paper hangs the way you want it to and enable the annoying in-jokes from the "Video" menu.

Advanced preferences are set in your **Prefs.json** file:

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savePath: "/path/path/"	Specify alternate location for save files. Must use /, even on Windows. Use with caution.
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windowResizable: 0	Reset window size preferences to default.
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verbWiggle: 0	Disable wiggle when mousing over the verbs or dialog lines. (1 = enable, default)
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hotspotCheater: 0	Disable holding down the TAB key to show hotspots. (1 = enable, default)
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hintsEnabled: 0	Disable the HintTron 3000™ hint system. (1 = enable, default)
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uiBackingAlpha: 0.33	Adjust transparency of area behind verbs and dialog.
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systemCursor: 1	Show the system cursor. (0 = disable, default)
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rightClickSkipsDialog: 1	Where allowed, enable right clicking the mouse to skip dialog. (0 = disable, default)
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keyChoice1: "1"	Set keyboard mapping to select choices in dialog. (1-6 = default)
keyChoice2: "2"	
keyChoice3: "3"	
keyChoice4: "4"	
keyChoice5: "5"	
keyChoice6: "6"	

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keySelectNext: "0"	Set keyboard mapping to cycle through characters. (0 & 9 = default)
keySelectPrev: "9"	

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keyOpen: "q"	Set keyboard mapping for verb shortcut keys. (values shown = default).
keyClose: "a"	

keyGiveTo: "z"	Note: for key mapping, you can only use lowercase, as it won't see the shift key.
keyPickup: "w"	
keyLookAt: "s"	

keyTalkTo: "x"
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keyPush: "e"
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keyPull: "d"
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keyUse: "c"
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