

G Force's Worlds of Fun

logo coming soon, hopefully

-by G Force

Introduction:

G Force's Worlds of Fun is a sprawling theme park featuring eight themed areas, and seven roller coasters. Inspired primarily by Worlds of Fun located in Kansas City, Missouri and partially by Busch Gardens Europe in Williamsburg, Virginia.

Themed Areas:

- ❖ Scandinavia, featuring Screamroller, Grand Carousel and Bandit(E).
- ❖ Oriental, featuring Spinning Dragons, Oriental Spin, Orientaprise, and Orient Express(E).
- ❖ Africa, featuring Serengeti Balloon Safaris, and White Nile.
- ❖ Frontier, featuring Log Roller and Log Jammer.
- ❖ Kiddyland, featuring Hopper, Mini Helicopters, and 3 additional kid focused attractions.
- ❖ Americas, featuring Highway 55, Wave Swinger, Detonator, Patriot(E), and Mamba(E).
- ❖ Mediterranean, featuring Gladiator, Venetian Gondolas, Lynx, and Pompeii Escape.
- ❖ Northern Europe, featuring Galleass, and Beowulf(E)

E-Ticket Attraction:

- ★ Bandit - 1994 - CCI
 - Height: 82 ft
 - Speed: 51 mph
 - Length: 3,514 ft
 - Duration: 1:40
 - Capacity : 1,440 riders per hour
- ★ Orient Express - 1997 - Vekoma
 - Height: 67 ft
 - Speed: 46 mph
 - Length: 2,237 ft
 - Inversions: 5
 - Duration: 1:30
 - Capacity:1,100 riders per hour
- ★ Patriot - 2007 - GCI
 - Height: 96 ft
 - Speed: 54 mph
 - Length: 3,422 ft
 - Duration: 1:36
 - Capacity: 1,240 riders per hour

- ★ Mamba - 1999 - Morgan
 - Height: 178 ft
 - Speed: 74 mph
 - Length: 5,000ft
 - Duration: 2:30
 - Capacity: 1,300 riders per hour

- ★ Beowulf - 1983 - Arrow
 - Height: 103 ft
 - Speed: 52 mph
 - Length: 3,681 ft
 - Inversions: 4
 - Duration: 2:00
 - Capacity: 1,210 riders per hour

Builders Notes:

My main goal for this park was to creating a sprawling, well spaced out, heavy foliage park that incorporated elements from Worlds of Fun in Kansas City. The real Worlds of Fun is a very unique park due to the level of theming, layout, and terrain/landscaping. Most of the park is heavily wooded and shaded, providing a unique atmosphere and relaxed feeling. I'd encourage all to take a look at the park's street view, especially around the entrance, oriental area, and American area to get a good idea of the type of park I was going for.

The major difference between my Worlds of Fun and the real version is probably the level of theming, and themes themselves. My Worlds of Fun features multiple European themed areas instead of the single nordic area, as well as a frontier area. Basically because I wanted to take a crack at the style of architecture used, as I had really done neither style before. Hopefully they are just as appealing as the other areas.

Coaster wise, this park was really fun to build, I made it a goal from the beginning not to have any B&Ms, and to use less popular coaster types. The Morgan, SLC, Shuttle Loop and CCI I feel push a unique coaster lineup that you don't often see in realistic parks.

For Optimal Viewing:

Use OpenRCT2, v0.0.4 or similar

Special Thanks:

Austin55 for building the Oriental Express, and Beowulf layout. Pacificoaster for building Patriots layout. Nin for the logo, hopefully.

Regular Thanks:

The New Element community, my Twitch followers, and the r/rct community.