Lego Island 3 Extreme Stunts story line and speech place holders.

Introduction

The following document identifies all the points where a script will be required in Lego Island 3 Extreme Stunts. It does not specify which character speaks and what they should say. The number of characters that speak at the various points in the game is a variable at this point and remains to be decided.

Key to colour coding

FMV: CUT SCENE:	Full motion video Written cut-scene with Pepper talking to a specific Lego Character.
HELP SPEECH:	This is speech between Pepper and Lego Characters that give advice to Pepper. There are several characters therefore giving Pepper similar information.

Sub-Quests

All sub-quests will have HELP SPEECH associated with them. This speech will be with Lego Characters local or relevant to the sub-quest. The speech will give Pepper instructions about where the sub-quest takes place and any other information that Pepper needs to find or complete the quest.

Introductory FMV

1. **FMV**: Introduction, Pepper sees film convoy arrive on the island (p30).

Game Begins

Pepper gets Pizza and takes it to the Studio

- 2. CUT SCENE: Holomaniac instructs Pepper to go to Pizzaria (p.30)
- 3. CUT SCENE: Pepper goes to Pizzaria, Papa Brickolini guides Pepper to studio.(p.30)
- 4. HELP SPEECH: Pepper gets speech help from Holomaniac and Lego characters about the direction of the Lego Studios.(p.30)
- 5. CUT SCENE: As Pepper approaches the studio it shows the studio buildings being built. (p 31)

Available Sub-Quest : Back Stage Pass:

Pepper must get a Back Stage Pass before he is allowed into the studio.

- 6. HELP SPEECH: The Holomaniac will give Pepper advice with this quest. (p31)
- 7. **CUT SCENE**: Pepper enters the studios. (p31-32)

Continues...(must be set outside as cut-scenes cannot be done in the interior of buildings) Pepper does his skilful skateboarding and is asked to be the star of the film. (p31-33). Most of this cut-scene has been storyboarded. (p16-18).

Continues...Camera shows Lego characters walk around the Island rehearsing for various parts of the film. (p33)

Continues...shows buildings being built around the Island (Hotel etc). (p33-34)

Continues...Pepper leaves the film studio and meets the Brickster outside the film studio. (p34-35)

Cut scene ends with Block Buster leaving the film studios to begin filming the first scene of the film in the Hotel. Block Buster must be out of camera shot when the cut scene ends to give the impression that he is at the Hotel where the first film scene is being staged. (p35)

- 8. HELP SPEECH: Holomaniac will give Pepper instructions about what to do next. (p 35) Note: the notice board also gives Pepper instructions.
- 9. CUT SCENE: Introducing Slidey Puzzle.

Available Puzzle Game: Slidey Puzzle

- 10. HELP SPEECH: Lego Characters will give Pepper information about Slidey Puzzle.
- 11. CUT SCENE: End of Slidey Puzzle Cut scene.

Pepper has now completed Introdutory phase of the game.

Available Sub-Quest: Script Swap

12. HELP SPEECH: Lego Characters will give Pepper information about Script Swap.

Available Sub-Quest: Gust of Wind

13. HELP SPEECH: Lego Characters will give Pepper information about Gust of Wind.

Available Sub-Quest: Pizza Machine

14. HELP SPEECH: Lego Characters will give Pepper information about Pizza Machine

If Pepper goes to the Hotel to carry on with the central story.

- 15. CUT SCENE: Initiated by Pepper conversing with Block Buster placed in front of the hotel. Shows Pepper and Sky filming the hotel scene and the science conference. (p.35)
- 16. HELP SPEECH: Pepper will receive helpful speech from Block Buster and other characters if he talks to them at the hotel. They will direct him to the garage to do the Car Chase sub-game.

Available Sub-Quest: Driving/car Licence

- 17. HELP SPEECH: Lego Characters will give Pepper information about Driving Licence.
- 18 **CUT SCENE**: Blue room Cut-scene prior to Car Chase. Tutorial script.

Car Chase Sub-Game

19. CUT SCENE: Blue room Cut-scene at end of Car Chase. Includes rushes

Available Sub-Quest: Skate Challenge

20. HELP SPEECH: Lego Characters will give Pepper information about Skate Challenge.

Available Sub-Quest: Flower Power

21. HELP SPEECH: Lego Characters will give Pepper information about Flower Power.

22 CUT SCENE: Blue room Cut-scene prior to Stunt Bike. Tutorial script.

Stunt Bike Sub-Game

- 23. CUT SCENE: Blue room Cut-scene at end of Stunt Bike. Includes rushes.
- 24. CUT SCENE: Introducing Matching Brickimals.

Available Puzzle Game: Matching Brickimals

- 25. HELP SPEECH: Lego Characters will give Pepper information about Matching Brickimals
- 25. CUT SCENE: End of Matching Brickimals Cut scene.

Available Sub-Quest: Skate Race

26. HELP SPEECH: Lego Characters will give Pepper information about Skate Race.

Available Sub-Quest: Car Challenge

27. HELP SPEECH: Lego Characters will give Pepper information about Car Challenge

Available Sub-Quest: Boat Licence

28. HELP SPEECH: Lego Characters will give Pepper information about Boat Licence

Available Sub-Quest: Beach Ball

29. HELP SPEECH: Lego Characters will give Pepper information about Beach Ball

Available Sub-Quest: Self Drive

30. HELP SPEECH: Lego Characters will give Pepper information about Self Drive

Available Sub-Quest: Sneak

31. HELP SPEECH: Lego Characters will give Pepper information about Sneak

Available Sub-Quest: Crazy Pizza

- 32. HELP SPEECH: Lego Characters will give Pepper information about Crazy Pizza
- 33. CUT SCENE: Blue room Cut-scene prior to Jet Ski. Tutorial script.

Jet Ski Sub-Game

34. CUT SCENE: Blue room Cut-scene at end of Jet Ski. Includes rushes.

Available Sub-Quest: Boat Challenge

35. HELP SPEECH: Lego Characters will give Pepper information about Boat Challenge

Available Sub-Quest: Lost Brick

34. HELP SPEECH: Lego Characters will give Pepper information about Lost Brick.

Available Sub-Quest: Diversion Dilemma

35. HELP SPEECH: Lego Characters will give Pepper information about Diversion Dilemma

Available Sub-Quest: Beach Ball (Note this has been mentioned above But may need specific script for the two different places it can be played)

36. HELP SPEECH: Lego Characters will give Pepper information about Boat Challenge

Available Sub-Quest: Floating Trouble

37. HELP SPEECH: Lego Characters will give Pepper information about Floating Trouble.

Available Sub-Quest: Short Sighted

38. HELP SPEECH: Lego Characters will give Pepper information about Short Sighted.

Available Sub-Quest: Backwords

39. HELP SPEECH: Lego Characters will give Pepper information about Backwords.

Available Sub-Quest: Plane Licence

- 40. HELP SPEECH: Lego Characters will give Pepper information about Plane Licence.
- 41. **CUT SCENE**: Introducing Wacky Warehouse.

Available Puzzle Game: Wacky Warehouse

- 42. HELP SPEECH: Lego Characters will give Pepper information about Wacky Warehouse.
- 43. CUT SCENE: End of Wacky Warehouse Cut scene.

Available Sub-Quest: Spanner Sandwich

44. HELP SPEECH: Lego Characters will give Pepper information about Spanner Sandwich.

Available Sub-Quest: Flying Chair

45. HELP SPEECH: Lego Characters will give Pepper information about Flying Chair.

46. CUT SCENE: Blue room Cut-scene prior to Plane Chase. Tutorial script.

Plane Chase Sub-Game

47. CUT SCENE: Blue room Cut-scene at end of Plane Chase. Includes rushes.

Available Sub-Quest: Plane Challenge

48. HELP SPEECH: Lego Characters will give Pepper information about Plane Challenge.

Available Sub-Quest: Flying Tour

49. HELP SPEECH: Lego Characters will give Pepper information about Flying Tour.

Available Sub-Quest: Medical Worry

50. HELP SPEECH: Lego Characters will give Pepper information about Medical Worry.

Available Sub-Quest: Tri-Gizmo

51. HELP SPEECH: Lego Characters will give Pepper information about Tri-Gizmo.

Available Sub-Quest: Pranksters

52. HELP SPEECH: Lego Characters will give Pepper information about Pranksters.

Available Sub-Quest: Musical Notes

53. HELP SPEECH: Lego Characters will give Pepper information about Musical Notes.

Available Sub-Quest: Birds Nest

54. HELP SPEECH: Lego Characters will give Pepper information about Birds Nest.

Available Sub-Quest: Mail Madness

55. HELP SPEECH: Lego Characters will give Pepper information about Mail Madness.

Available Sub-Quest: Lost But Found

56. HELP SPEECH: Lego Characters will give Pepper information about Lost But Found.

Available Sub-Quest: Shopper Panic

57. HELP SPEECH: Lego Characters will give Pepper information about Shopper Panic.

Available Sub-Quest: Brickulating Race

- 58. HELP SPEECH: Lego Characters will give Pepper information about Brickulating Race.
- 59. **CUT SCENE**: Blue room Cut-scene prior to Parachuting.

Parachuting Sub-Game

60. CUT SCENE: Blue room Cut-scene at end of Parachuting.

Final Game Sequences: Bricksters Tower.

- 61. CUT SCENE: Director says 'We've filmed our last scene, let's go celebrate at the marina' (or other suitable place)
- 62. CUT SCENE: Pepper arrives at the marina (after above) and then Brickster reveals his plan, the Infocentre is changed into Brickster's Tower, Infomaniac kidnapped, Pepper goes off to save the day/Sky goes to hack into super computer etc.

Special Sub-Quest: Brickster's Tower

- 63. HELP SPEECH: Lego Characters will give Pepper information about Brickster's Tower.
- 64. CUT SCENE: Near the end of the Brickster's Tower Sub-Quest the says to Pepper 'You don't have your skateboard Pepper, take this one'. The Infomaniac then throws down the skateboard to Pepper.
- 65. CUT SCENE: After Brickster's Tower, where Tower crumbles/Infocentre is rebuilt, Brickster taken off to Jail, all head off for Movie.
- 66. **FMV**: Outro, Pepper sees COOL MOVIE in new LEGO Island cinema.