



Lego Island III Ideas

Idea Document Lego Island 3

LEGO ISLAND 3

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Story

The Brickster escapes from Ogel at the end of Island II. He employs an Ogle helper to get him back to Lego Island. Upon landing on Lego Island he finds out that it actually is a mechanical floating Island that is currently anchored down. The Brickster being what he is, a naughty and mischievous mini-fig, he decides to un-anchor Lego Island and let it float helplessly in the sea. Soon after ditching his Ogel helper, he decides to steel the keys to the Islands engine, so that no one can control where it goes. He finds out that the Infomaniac has one and Bologna who left to follow the Silk Road path of Marco Polo took the other.

The Brickster quickly steels the first one then sets off down the Silk Road path in search of the second one.

The Ogel citizen who was abandoned by the Brickster looks for refuge on Lego Island where he bumps into Pepper. He tells Pepper all about the escape from Ogel, the anchor and the keys. Pepper cannot believe it and decides to check it out with the Infomaniac, who confirms the whole story and tells Pepper about Silk Road and Bologna's journey.

Pepper decides to set off with the help from the Ogel citizen.

With Lego Island floating throughout the seas, As Pepper travels through each country he sees, the island off the coast, with Lego Island citizens boating it on the each country.

Pepper will see Mamma and Pappa Brickaloni set up a mobile pizza stand in china.

Game Features

- **Day and night**
Some events might only happen at day or night. People could be seen walking the streets during day with busy market stalls and the usual hustle and bustle. At night the streets would be quite empty and people would be mostly in their houses, the market would be closed.
- **Weather Effects**
These may not affect the player, but be more of a visual effect
- **True 3D Engine**
- **Game Styles Include:**
“Dizzy” style collect and trade items.
Collect numbers of the same item. (Jinjo’s in Banjo Kazooie)
Collect 100 gold Lego bricks per level
Collect parts of an object
Multiple choice conversation with other mini figs to gain clues, info, etc....
- Pepper can interact with almost any object in the game, items can be picked up and moved, stacked and taken apart. The idea is let players customise things, as they would while playing with real Lego.

Points to Make

Number of quests at anyone time

Pepper must always be searching/working on more than one task at anyone one time in the game, as well as chasing the Brickster.

Example: Pepper is currently on the hunt for Brickster, as he was travelling through a village a woman asked him to look for her husband who has gone fishing, he has also been asked to deliver a letter to the king.

At this points in time Pepper is involved in three tasks/quests.

Side Line Games

These are games that run in parallel with the main game but have no consequence on the out come. Side line games are merely sub games that last for most of or all of the games length

Fishing

Once Pepper has gained a rod he can fish in any water hole, pool of lake he can find. When a fish is caught Pepper can take it to the local fishmongers (Every Island has one) and trade it in for fishing medals, the bigger or rarer the fish the higher the value of fish medal. The medals can be traded in for better rods. The over all aim is to catch at least one of each fish.

Wild life

Using the camera, Pepper can take pictures of the animals and wild life that appear in the game. Visiting each Islands Animal house Pepper can find out how many animals there is left to spot, the more he spots the more the Trinkets he earns.

Racing

Each country has its own theme races, India has Magic carpet racing, China has Rickshaw racing etc. Pepper will have to win the first race to advance in the main

story but from then on he can go back to the races and compete in a competition, beating each countries top racer's to gain extra trinkets.

Good Deeds

Pepper can offer to do small jobs for most of the people he meets in the game, these include collecting water from a well, de-weeding gardens, sweeping floors, etc... At the end of the game Pepper will be rewarded with trinkets on the amount of good deeds he completed.

Card Trading Game

See "Card Trading Game" page

Locations

Descriptions of landscape features, buildings and other specific environments.

Arabia

Pepper lands on Arabia in search of Johnny Thunder, who he discovers to be working on an archaeological dig. Pepper locates Johnny and tells him about his father and the Brickster. Johnny agrees to help Pepper in his quest, but he needs to find a lost artefact in the dig before leaving.

India

Tibet

The Yuan Dynasty (1279-1368) founded by the Mongols in the 13th century brought the divided Tibet under the unified rule of the central government. It set up an institution called Xuanzhengyuan (or political council) and put it in charge of the nation's Buddhist affairs and Tibet's military, governmental and religious affairs.

Phagsba, a Tibetan lama, was given the title of imperial tutor and appointed head of the council. The Yuan court also set up three government offices to govern the Tibetan areas in northwest and southwest China and Tibet itself. The central government set up 13 Wanhui offices (each governing 10,000 households) in Inner and Outer Tibet east of Ngari. It also sent officials to administer civil and military affairs, conduct census, set up courier stations and collect taxes and levies. Certificates for the ownership of manors were issued to the serf owners and documents given to local officials to define their authority. This marked the beginning of the central authorities' overall control of Tibet by appointing officials and instituting the administrative system there.

The ensuing Ming Dynasty (1368-1644) carried over the Tusi (headmen) system in the Tibetan areas in northwest and southwest China. In Tibet proper, three sect leaders and five secular princes were named. These measures ensured peace and stability in the Tibetan areas during the Yuan and Ming dynasties, and the feudal economy there developed and culture and art flourished. Tibet's contacts with other parts of the country became more frequent and extensive.

China

External Research

External sources that may give plot and substance ideas.

Videos

Indiana Jones
Romancing the Stone
Jewel of the Nile
James Bond
Duck Tales (Tales of the lost Lamp)
1001 Arabian Nights
Labyrinth
Sinbad

Books

Web Sites

Characters

Main

Pepper

Brickster

Johnny Thunder

Arabia

Fisher Man

India

Emperor Akbar

Runs the kingdom of India, loves people to praise him with songs.

Chief Minister Birbal

A very intelligent and wise man; has the answers to many questions and problems.

Ashar

Mean Business man expects lots and gives nothing.

Jester

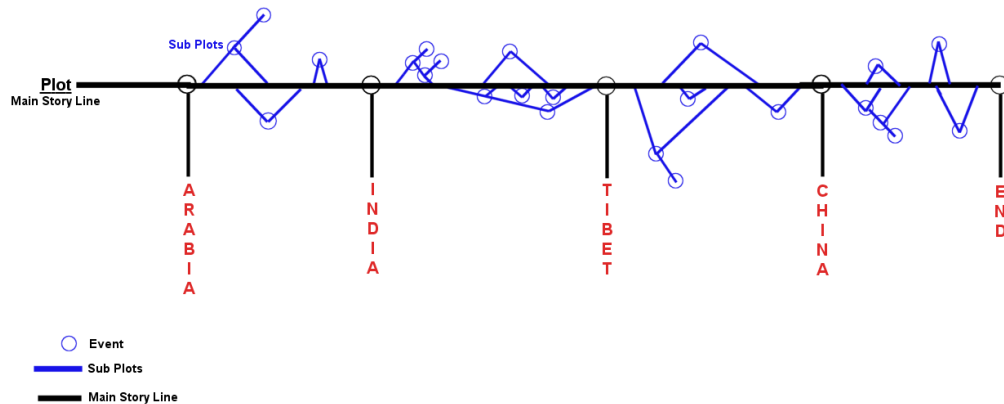
Emperor Akbar's court jester. He is knows a lot of great dances, but lots of terrible jokes.

Tibet

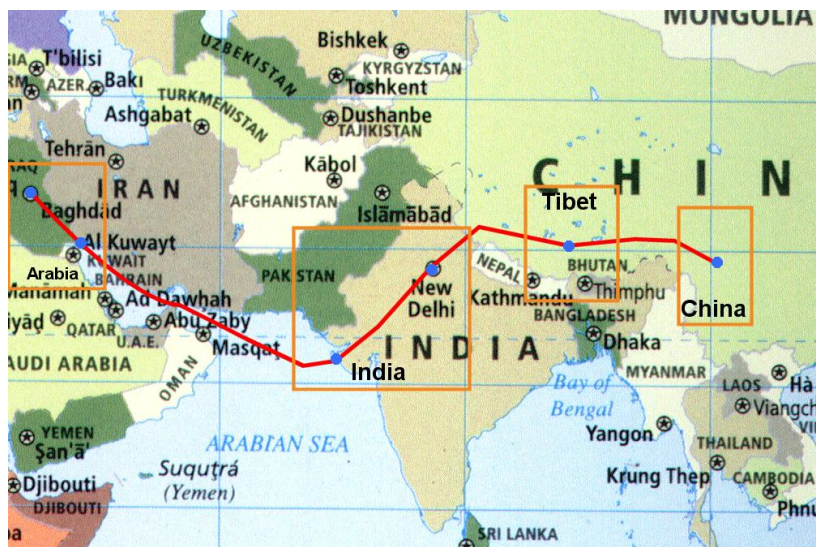
China

Plot and Story Ideas

Example of how the games story and plot line will be.



The above sub plots are where Pepper will perform tasks that aren't directly related to the main story, but from these he will benefit by gaining an item or piece of information. The sub plots that end without returning to the main story line are completely additional tasks, which have no effect on the future of the game. An Example of an ending sub plot would be if Pepper gained an extra sub game or Trinket for which if he would not have completed wouldn't stop him from continuing in the main game.



Non Location Specific

Pepper comes across a lion who's legs are trapped, the lion begs for pepper's help, but Pepper's strength alone is not good enough to free the lion. So he decides that he can only free him with help from others. Pepper returns with help and frees the lion, the lion is ecstatic and offers Pepper help.

There could be a section of the game set on a galleon when Pepper is travelling between Arabia and India. This could host a small level with some water-based subgames and Pirates.

The naughty Brickster has ordered his Brickster Bots to patrol the streets of XX carrying portable stereos, broadcasting his horrible music. This has upset the town's people who have not slept in days. Pepper must return peace to the town and let the people sleep.

Pepper and Johnny cannot travel any further because the people of the town cannot work because they are so tired, and their driver is unable to drive.

Where has the water from the well gone?

Why has the stream changed colour?

Young boy is upset because he lost his favourite XX in the forest.

A Family hasn't seen their father in three days, he was last seen out fishing on the lake.

People are confused because when they walk through the dark tunnel to reach the lake, they leave wearing different clothes.

Postman is ill and the letters/Parcels need delivering.

Road blocked, Pepper has to clear way

A party of cave explorers has got themselves lost, Pepper must navigate the maze cave and retrieve them.

Vines from the naughty XXX's garden is growing into the village preventing traffic from driving on the roads etc... Pepper must locate its source and fix the problem.

The farms' fences blew down in last night's storm, Pepper must rebuild the fences and retrieve the animals placing them in the correct pens.

After last night's storm lots of items have blown around the town, Pepper must return all of the items back to the original owners.

During the recent storms, the stairs that led up to the town hall XX have collapsed, pepper must locate some bricks to build a new set of stairs.

The local kennels fence has broken, and all of the dogs are roaming around town, help the kennel owner bring them back in.

The farm chickens have laid their eggs around town rather than in the coop, Pepper must find them all.

As Pepper and Johnny are travelling between villages they notice an overturned cart. The deliveryman tells them that his horse bolted and ran, when they were disturbed. He also asks Pepper if he could keep an eye out for his horse.

Pepper comes across a stream which he needs to cross, but the naughty Brickster has cut the rope bridge. The Stream is too quick moving for Pepper to wade through, so he must locate stepping bricks to help him cross.

The Brickster bots have taken the wheels off the cars, Pepper must locate the wheels to get the vehicles working. When Pepper returns back into town, he finds that the people have tried to replace their wheels with other Lego items like, square bricks, and other pieces, but this obviously did not work.

Mrs XXX's mischievous children are playing in the village and it's getting near their bedtime, Pepper must locate them all before it gets dark.

Pepper and Johnny are captured and placed in a James Bond style death sequence, which they have to escape from.

The Brickster has located an ancient device which absorbs colour, He sends the Brickster Bots out into the village at night. When the citizens wake up in the morning they find that

all of the colour is missing and every thing is black and white. Pepper must locate this device and reverse the process. There could be multiple machines each bringing back parts of the village's colour, this would have a 'Pleasantville' part B/W part colour effect

Pepper could get different bodies that have different powers, like flying and swimming suits.

Pepper meets a scientist who helps him, with potions and inventions. Could be Prof. Voltage.

One of the villages has a carnival.

Cluedo / Mysteries of old Peking Style ideas

Arabia

Pepper meets a fisherman who can only catch items like boots, car wheels and spanners when he fishes. He asks for Pepper's help, as he needs the food to feed his family. Pepper discovers that the man has a magnet on his fishing rod and not a hook. So Pepper gives him a rod with a hook on and the man gives Pepper the magnetic rod.

On Peppers travels he meets a prince who looks exactly like him, the prince asks pepper if he would like to swap roles for a day.

India

India devotes a large section of the game to the ten avatars of Lord Vishnu.

While in India Pepper is asked by Emperor Akbar to count the number of crows in his kingdom. Pepper agrees and sets off around the kingdom taking pictures of every crow he sees. This task could be a continuing one where Pepper would perform other tasks for people while still on the look for crows.

During one of the emperor's grumpy moods, he decides to banish Birbal into the forest outside of the kingdom walls. Quickly realising that this was wrong, the emperor calls for his army to recover Birbal and bring him back to the kingdom. Pepper is also asked to help find Birbal from the forest maze.

Emperor Akbar is known for his questions and puzzles, for people to solve the problems he sets are rewarded handsomely.

The Indian people are always telling jokes, and if Pepper learns them then he can take on the Kingdoms Jester in a joke telling contest.

Ashar the Nasty businessman is conning the citizens out of their riches, Pepper notices this and devises a plan to end his run.

Magic carpet racing through the streets of India.

Tibet

Johnny drags Pepper down a ravine after losing his hat, this leads them to a hidden cave where they discover the abominable snowman.

China

Rickshaw racing through the streets of china.

Interactive Scenes

These are situations that Pepper can choose to watch, leave or interact with. Commonly these acts will see themselves out, be it a conversation between two people and a mishap like someone dropping their shopping and picking it back up. Pepper can interact with these scenes, and help out. This is to give the game an interactive feel, to make the player believe that this world does not live around his actions, but is a living world whether he is there or not.

Non Country Specific:

Children are making a snowman, Pepper can help them by rolling the head and decorating it.

Children are collecting butterflies, Pepper can help them catch if he has a net.

Man is buying a car, Pepper can help choose the parts of the car.

A man has dropped his shopping from the market on the pathway, Pepper can help him pick up the items and repack his bags.

Hopscotch, Children are playing hopscotch, which Pepper can join in on and play.

A Jester is performing in the town square, telling the children jokes and stories, Pepper can sit down and join in with the fun.

People are collecting wood ready for winter, Pepper can help by carrying it to peoples houses.

Children are having a snow ball fight, Pepper can join in and throw snow balls at the other children.

The balloon seller has a great selection of bright balloons, which Pepper can buy.

A woman is collecting water from the well, Pepper can help her carry it.

New Sub Game Ideas

Mountain Rescue

Pepper must navigate up the winding paths to retrieve his Johnny from the Great Vulture. The Vulture has noticed Pepper is trying to rescue Johnny, and has started to bombard him with eggs.

This game is designed to play like the original Donkey Kong, but in 3D. Pepper will have access to a winding path leading up to Johnny, with short cuts and obstacles.

Mini Games / Scene Interaction

Pepper will come across interactive scenes and environments through out Lego Island III, each one of these scenes will need a description of mechanics, much like a sub game, but far simpler. It must also follow the mechanics of the actual game, rather than have different controls and styles like in subgames.

Snow Ball Fight

Young Children are playing in the snow, more particular they are throwing snow balls at each other. Pepper can approach one of the children who will turn and talk to him.

Card Trading Game

Once Pepper obtains the cards he can challenge anyone he meets to a game. The more games Pepper plays, the more cards he earns and the better he gets. Once Pepper is confident enough he can challenge the Card masters, these are the cream of the card playing crop. Each country holds four card Masters, and every time Pepper beats one he receives a trinket to add to his collection. Beating all of the Card Masters gives Pepper an extra special treat.

The card game its self does not effect the main story line, it is merely a sub game which continues through out the whole game.

Game Boss

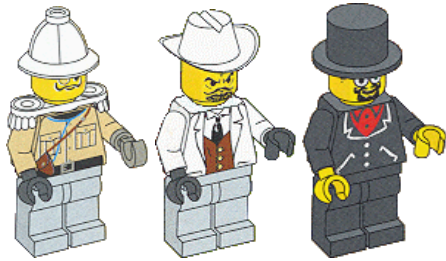
Arabia

A large hand constructed of Lego

India

After deconstructing the Taj-Mahal, the Brickster uses it to construct a massive Lego Boss, in hope that it will stop Pepper and Johnny Thunder.

Tibet



Mr Hates / Senior Palomar / Sly Boots
Pepper and Johnny bump into Mr Hates,
who is trying to get away with the treasure.

China

Brick Bots dressed up in a Chinese dragon costume