LI3 – Sub Game Notes

Catch-a-Brick - Done
Players are constructing objects. Each game, there is an outline of a shape on the screen.   This shape consists of a wall at the bottom, requiring a number of standard bricks, and a 'cap' piece at the top. This cap piece could be a satellite, or antenna, or something.
Once the wall has been built, the capping piece falls and the person that catches the capping piece receives a massive bonus.
There is a 'push' button that allows you to push your opponents around the screen. A jump button will allow players to jump out of the way of potential 'pushers'.
Water pistols are no longer needed.

Top of the pack - Done
Add variety in the platforms (sticky, bouncy) and add a 'double jump' that lets you jump higher

Centrifuge - Done
Remove

Face Match - Done
Add difficulty into 3 rounds, where the first round has different characters for the faces and the last round has the same face, but different expressions.

Whack-a-bot - ???
Needs a twist. Maybe change the scale.

Catapult
Remove button bash. The buttons alter the angle left, right up and down. A power bar shows the strength of the shot. A twist could be Camel spitting into tins (….ding!)

Horse Race - Done
Could be Camel racing

White Water Rafting
Add (obviously) attract and repel points to make it a difficult ride. The nearer the rocks the player gets, the wetter the character gets.

Mountain Climbing
Use different sized holes that have different grip ratings. Small holes will only grip for a short while. This should also be possible as a four-player game.

Hide and Seek
Add a time limit, maybe have hints of where people are – feet sticking out.

Magno-Bricks
Could be Camel-Train

Memory
Use things other than animals

Knight Moves
Maybe Knight Rider ☺

The Vortex
Must be fair
Maybe give the vortex's start position and/or direction
Possibly use a 'Real-World' RGB filter to see the vortex (helps on piracy)

Pizza Parlour
Has to be 1 player

Too much like Tapper

Use different varieties of Pizza that slide at different speeds. Use multiple pizza at once (PMT)