



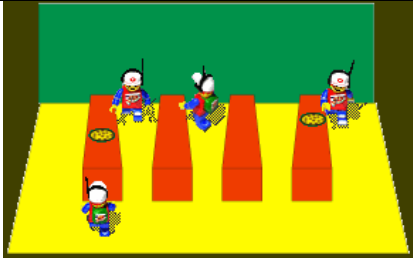





















Title:	Pizza Parlour		
Players:	1		
Controls:	Move Left  Move Right	Serve Vegetarian Pizza  Serve Pepperoni Pizza	 
Engine:	Static 3D		
Game Type:			
Story:	<p>Mama and Papa Brickolini have opened up a pizza restaurant in the Arabia, serving the finest quality pizzas to the hungry nomads when they return from their journeys through the desert.</p> <p>A large expedition has just returned from the desert where they were searching for the Lost Shrine of al-Rahmah and everyone is very hungry. Unfortunately Mama and Papa's normal waiter, Maggie Reeta has hurt her arm in a camel racing accident and Pepper must take her place.</p>		
Gameplay:	<p>Customers appear at the top of the screen, calling out for pizza. Each customer will ask for either Vegetarian or Pepperoni Pizza and Pepper must move to the end of their counter and serve them the correct pizza. If Pepper takes too long to serve the pizza or serves the wrong type the customer will leave.</p> <p>When the customer has finished the pizza they will slide the finished plate back down the counter. Pepper must move to the end of the counter and catch the plate before it falls off the end of the counter and crashes to the ground.</p> <p>Each pizza served correctly earns Pepper points.</p>		
Multiplayer	None		
High Score:	Points are given for each pizza served, the less time the customer has been waiting the more points Pepper earns.		




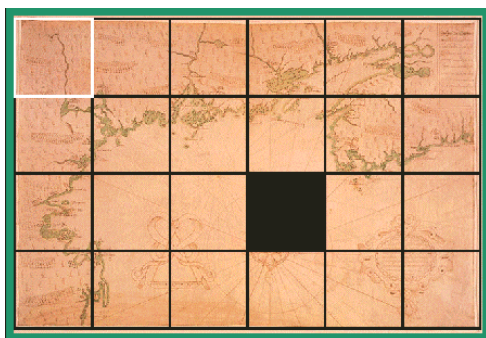
Title:	Tower Climb		
Players:	1-2		
Controls: (Climb Up)	<p>Jump Back      Jump/Climb Up Vine      Jump Forward</p> <p>Back            Forward</p> <p>Crawl Backward      Duck      Crawl Forward</p>		 
Controls (Race Down)	<p>Move Left            Move Right</p>	 Push, Hold to duck	 
Engine:	Vertical scroller, tower rotates as Pepper climbs. Racing engine back down again.		
Game Type:	Timed, climb to the top of the tower and back down again  Fastest time wins		
Story:	Pepper has been challenged by Edmund Hilly to climb to the top of the highest tower in all the Himalayas He must reach the top of the tower before Hilly to win the help of the monks who live in the village at the bottom of the tower.		
Gameplay:	<p><b>The Climb Up</b> The tower includes of a number of platforms that lead up and around the main tower itself. Pepper and Hilly must run around the tower jumping over gaps onto the platforms until they reach the top of the tower.</p> <p>In the single player game the computer controls Hilly. In multiplayer mode it is the second player.</p> <p>A number of obstacles hinder the players on their way up the tower.</p> <p><i>Trapdoors</i> Some of the platforms have trap doors in them that will drop the player through onto the level below if they aren't jumped over.</p> <p><i>Ropes</i> Some gaps are too wide to be jumped and the player must jump onto ropes that hang from some of the platforms on the tower and swing across.</p> <p><i>Windows</i> Some of the windows in the tower have monks in them who will pop their heads out at regular intervals and knock Pepper off the tower.</p> <p><i>Birds</i> Birds will occasionally fly across the screen ready to knock Pepper off if he doesn't duck as they fly by.</p> <p><i>Vines</i> Some areas of the tower include vines. These can be climbed up to save time but this isn't explained in the instructions. The player may see Hilly climbing them or discover it for himself.</p> <p><i>Falling Bricks</i> The tower is very old and sometimes bricks fall down from the top of the tower. Pepper must avoid the bricks as they fall to avoid being knocked down a level on the tower.</p>		




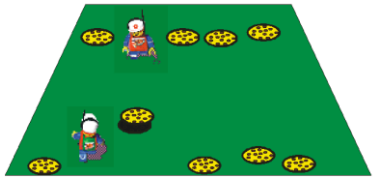
	<p><b>The Race Down</b> Once Pepper and Hilly reach the top of the tower they must grab a mat and race back down the tower.</p> <p>The player sits on the mat and slides along the path they just climbed up. Each press of the 'push' button pushes Pepper a little faster but the player must push at the right time to gradually increase speed, just pummelling the button will not work.</p> <p>Hitting an obstacle or Hilly will slow Pepper down but the player can duck under windows, birds etc. by holding down the push button as they travel along the track.</p>
Multiplayer	When the game is played multiplayer, one player controls Pepper, the other Hilly and the game is played on a vertically split screen.
High Score:	Pepper's score is based on the time take to climb the tower with a bonus if he beats Hilly to the top.

Title:	Runaway Dragons		
Players:	1-2		
Controls (Running Along Back)	<p style="text-align: center;">Jump</p> <p>Run Left  Run Right</p> <p style="text-align: center;">Duck</p>		
Engine:	Right to Left Scroller		
Game Type:			
Story:	The five Great Chinese Dragons have escaped bringing enormous bad luck on all the land. Pepper is given the task of bringing them back and must jump onto their backs and make his way to the head of the dragon to stop it.		
Gameplay:	<p>Pepper begins at the tail of the dragon and must run along the back of the dragon as it charges through the countryside. As the dragon runs through the countryside Pepper must avoid a variety of obstacles by ducking and jumping.</p> <p><i>Trees</i> The dragons will rush under the branches of trees and depending on how high they are Pepper must duck or jump over them to avoid being knocked off.</p> <p><i>Bridges</i> The dragons will occasionally pass under bridges and Pepper must duck to avoid them.</p> <p>There are also specific obstacles that vary depending on the type of dragon being ridden.</p> <p><b>Earth</b> <i>Boulders</i> Part of the way through its journey the dragon will run up a mountain. As it passes boulders will be dislodged from and roll down the mountain towards Pepper. He must time his runs to avoid being hit by the falling rocks.</p> <p><b>Water</b> <i>Fish</i> Part of the Water Dragon's journey sees the dragon passing over a massive lake. Fish, startled by the dragon, will jump out of the water over the dragon, knocking Pepper off if they hit him.</p> <p><b>Air</b> <i>Birds</i> As this dragon flies through the air it will meet various types and sizes of bird which must be avoided.</p> <p><b>Fire</b> <i>Volcanic Rocks</i> The Fire Dragon passes by volcanoes and Pepper must avoid the volcanic rocks and geysers of hot lava that are thrown up in the air.</p> <p><b>Golden</b> The greatest dragon of all passes over all the above types of ground and Pepper will encounter all the obstacles.</p> <p>If Pepper is hit by any of the obstacles he is knocked a short way back down the dragon and loses time as he recovers.</p> <p>Once Pepper reaches the end of the dragon he moves on to the next one, or in the case of the Golden Dragon, completes the sub-game.</p>		
Multiplayer	In multiplayer mode the game is played on a horizontally split screen.		
High Score:	Time based, completing the game quicker gives a higher score. The player receives a bonus for each dragon they complete without getting hit by an obstacle and another, larger bonus if they complete the whole sub-game without getting hit.		




Title:	Circuit Breaker		
Players:	1		
Controls:	No Use      No Use      No Use  No Use  No Use  No Use      No Use      No Use	No Use  No Use  No Use   No Use 	No Use  No Use
Engine:	Static 3D		
Game Type:	Puzzle		
Story:	Eager to stop Pepper and friends from rescuing Lego Island, the Brickster has sabotaged one of the XXX. Pepper must reconnect the circuit and get the submarine back up and running.		
Gameplay:	<p>Pepper is presented with an on-screen maze.</p> <p>The signal enters from one side and must be directed towards the exit.</p> <p>Pepper directs the signal by placing mirrors in the maze. The signal then bounces off these mirrors towards the exit.</p> <p>A number of elements are dotted through out the maze and Pepper must use them to get the signal through.</p> <p><i>Switches</i> These are triggered by the signal but allow it to pass through. Each switch is attached to a door, signal changer or other device.</p> <p><i>Doors</i> Block the progress of the signal and must be opened by triggering a switch.</p> <p><i>Signal Changers</i> Redirect the signal in a new direction. Triggering a switch attached to a signal changer changes the direction it sends the signal.</p> <p><i>Charge Splitters</i> Produce a duplicate charge that is sent in a different direction to the original charge. Charger Splitters may have to be turned on and off by switches.</p>		
Multiplayer	None		
High Score:	Time based, the faster the game is completed the higher the score.		





Title:	Fire Escape		
Players:	1		
Controls:	Move Left  Move Right		 
Engine:	Static 3D		
Game Type:			
Story:	<p>A house has caught fire and several people are trapped inside. The fire brigade has had the wheels on it's fire engine stolen and can't get to the house in time so using some of Papa Brickolini's pizza dough Pepper must bounce the trapped people to safety.</p>		
Gameplay:	<p>Pepper stands at the bottom of the house holding his pizza dough trampoline while people jump out of the house towards him.</p> <p>He must get beneath them so that they bounce off the dough back into the air. Each bounce is lower than the last and once Pepper has caught them a few times they bounce gently to the ground and safety.</p> <p>Different people will bounce different amounts when they hit the dough, depending on how far they have jumped.</p> <p>Any person Pepper misses lands on the ground, annoyed at being dropped but not hurt.</p>		
Multiplayer	None		
High Score:	Pepper gets points for each person safely rescued plus an accuracy percentage.		




Title:	Picture Puzzle		
Players:	1		
Controls:	<p>Move Selection Up</p>  <p>Move Selection Left</p> <p>Move Selection Right</p> <p>Move Selection Down</p>	<p>Rotate Piece</p>  <p>Slide Piece</p>	
Engine:	Static 3D		
Game Type:	Puzzle		
Story:	The Brickster has ripped up a map that will help Pepper find his father and Pepper must rebuild it so that he can carry on with his quest.		
Gameplay:	<p>The pieces are located in a grid with a single hole.</p> <p>The player uses the movement keys to move a selection highlight around the grid. One button rotates the currently selected piece, the other slides it into the hole (assuming the piece is next to the hole).</p> <p>Pepper must complete the map as quickly as possible.</p>		
Multiplayer	None		
High Score:	Timed, the faster the time to complete the puzzle the better.		




Title:	Pizza Throwing Match		
Players:	1-2		
Controls:	<p>Move Left</p>  <p>Move Right</p>	 <p>Throw Pizza</p>	
Engine:	Static 3D		
Game Type:			
Story:	Pepper has been challenged by Phil Ling the reigning pizza throwing champion.		
Gameplay:	<p>Pepper and an opponent line up either side of a field.</p> <p>Across the screen behind each character is a row of pizzas.</p> <p>Each character can pick up a pizza and throw it across at their opponent by standing in front of it and pressing fire.</p>  <p>If the pizza hits the opponent they are knocked over for a couple of seconds.</p> <p>If the pizza misses it lands on the ground behind the character ready to be thrown back.</p> <p>The winner is the first person to get all of the pizzas onto their opponent's side of the field.</p>		
Multiplayer	In the multiplayer game, one player plays Pepper, the other Phil Ling.		
High Score:	Shortest time to defeat your opponent		







Title:	Avalanche		
Players:	1-4		
Controls:	<p>Accelerate</p> <p>Move Left  Move Right</p> <p>Brake</p>	<p>Trick  Jump</p>	
Engine:	Third person, down mountain		
Game Type:			
Story:	<p>Pepper is out exploring a mountain, looking for Dale Llama and his llama herders when there is a loud noise (probably one of the Yetis snoring). The noise triggers an avalanche and Pepper is in danger of being swept down the mountainside. Grabbing a handy plank of wood Pepper begins surfing down the mountainside to escape the avalanche. He soon realises that the other inhabitants of the mountain are also in danger and he must rescue them on the way down.</p>		
Gameplay:	<p>Pepper surfs away from the player into the screen with the avalanche right behind them. Pepper can turn left and right, jump and perform tricks.</p> <p>On the way down Pepper must try to rescue the other inhabitants of the mountain by running into them.</p> <p><i>Baby Yetis</i> The baby yetis sitting playing in the sand, oblivious to the danger rushing towards them down the mountainside.</p> <p><i>Villagers</i> The villagers will run from left to right across the screen and Pepper must time his run to pick them up</p> <p>Ahead are a number of obstacles that Pepper must avoid while trying to gather the villagers and yetis.</p> <p><i>Crevices</i> Pepper must jump over them, if he doesn't he'll "trip" over and tumble down the mountain for a few seconds, unable to rescue the villagers.</p> <p><i>Rocks</i> Pepper must avoid the rocks, or jump over them. Again if he hits them he'll be knocked over.</p> <p><i>Snowballs</i> Snowballs will roll across the screen as Pepper passes and he must avoid them. If he doesn't he'll become trapped in them and roll down the mountain for a while.</p> <p>As Pepper jumps over obstacles he can earn bonus points by performing tricks by pressing the trick button. Depending on the direction button pressed when the trick button is pressed, Pepper will perform a different trick.</p> <p>If the avalanche catches the player they are pushed down the mountain out of control for a few seconds.</p>		
Multiplayer:			
High Score:	<p>Points for people and yetis rescued.</p> <p>Player loses points if the avalanche catches up with them.</p> <p>Points for tricks</p>		

Title:	Rescue Run				
Players:	1-2				
Controls:	Move Forward and Left	Move Forward	Move Forward and Right	 Lob Pizza	 
	Move Left		Move Right		
	Move Back and Left	Move Back	Move Back and Right		
Engine:	Third person, along canyon				
Game Type:					
Story:	Some of the inhabitants of Lego Island have been trapped at the end of a canyon inhabited by a group of rogue Llama herders led by Dale Llama. Pepper must run down the canyon throwing pizzas at the herders and their spitting llamas and avoiding falling rocks etc. Once he reaches the end he rescues the other characters but must run back down the canyon with them, avoiding the herders again.				
Gameplay:	<p>Pepper runs into the screen. On his way through the canyon he will meet a variety of obstacles</p> <p><i>Herders</i> The llama herders will throw things at Pepper and generally run around, knocking him over and delaying him. Herders can be knocked over with pizza.</p> <p><i>Llamas</i> Llamas will spit at Pepper as he approaches. Llamas can be knocked over with pizza but some larger ones will need to be hit more than once.</p> <p><i>Herder's Wives</i> Herder's wives don't throw anything but will try and grab Pepper as he passes. If they do catch him they will delay him by scolding him for throwing pizzas around and generally being a nuisance. After a few seconds they'll let him continue on his way.</p> <p>Hitting the Herder's Wives with pizza isn't recommended, it just makes them mad! They move quicker and scold Pepper for longer.</p> <p><i>Rocks</i> Rocks will roll down the canyon towards Pepper (but did they fall or were they pushed?) and he must avoid them.</p> <p><i>Fences, Crevices and Walls</i> Some areas of the canyon have been fenced/walled off or have crevices running across them. some crevices even appear as Pepper runs through the canyon. Pepper can only pass by going through an opening or running across a bridge. Of course, herders and their llamas may well guard the opening.</p> <p><i>Traps</i> Some areas of the canyon have poorly disguised pits. Pepper must avoid falling into them or he'll be delayed even further.</p> <p>Pepper can throw pizza directly in front of him but some opponents may be hiding behind walls etc. To hit them he must lob the pizza over the walls towards them.</p> <p>Along the way Pepper must pick up boxes of pizza to keep throwing at his opponents.</p>				
Multiplayer:	In multiplayer, both players are on screen together. If a player drops too far back the screen stops scrolling.				
High Score:	Points scored based on the time taken with bonus points for people hit by pizzas.				

Title:	Crazy Golf		
Players:	1-4		
Controls:	Aim Left  Aim Right	 Hit Ball	
Engine:	Third person, along course		
Game Type:			
Story:	Mandy Ryn, China's greatest crazy golfer has challenged Pepper to a game of golf along the great wall of China. After many hours of practice on the crazy golf course, Mandy is crazy herself and cackles madly every time she takes a shot.		
Gameplay:	<p>Each crazy golf hole presents a number of obstacles, bridges, ramps, windmills, rivers, etc.</p> <p>Pepper aims his shot using the left and right keys and then swings by pressing and holding the hit ball button.</p> <p>As the button is held a marker travels up and down a gauge on the right of the screen. The further up the gauge the marker is when the button is released, the harder the ball is hit.</p>		
Multiplayer	Players take it in turns to take their shots.		
High Score:	Lowest number of shots to complete the course		

Title:	Yeti Call		
Players:	1-4		
Controls:	<p>High Whistle</p>  <p>Short Growl      Long Growl</p> <p>Low Whistle</p>	 <p>Take Photo</p>	
Engine:	3D, walking through mountains		
Game Type:			
Story:	<p>Johnny Thunder's cousin, Jimmy Lightning, is writing a book called "Are We There Yeti?" and spent five years photographing the Yeti's in Tibet. Unfortunately someone has stolen the pictures he took and he has asked Johnny to get some new pictures of the Yeti's that live in the mountains around the village.</p> <p>Johnny Thunder knows he can get the Yeti's to appear by repeating their calls but he has spent so much time singing in the bath he has a sore throat so he needs Pepper's help.</p>		
Gameplay:	<p>Pepper and Johnny walk through the mountains, listening out for Yeti's. When they hear a call from a Yeti the player must repeat the call. The Yeti then responds with a longer call that must be repeated and so on.</p> <p>After a few calls the Yeti will appear from behind an obstacle for a few seconds, realise that Pepper and Johnny aren't Yeti's after all and disappear for good.</p> <p>While the Yeti's are visible Pepper must take a photo for Johnny. The more of the Yeti there is visible the better the photo is and the more points Pepper gets.</p>		
Multiplayer	<p>In multiplayer, each player must repeat the calls. The first to repeat them successfully wins the points. When a Yeti appears, each player who successfully photographs the Yeti gets the points for the photo in the same way as they would in multiplayer.</p>		
High Score:	<p>Points for each correct sequence and for each photograph successfully taken, more points for better photographs.</p>		

Title:	The Emperor Says		
Players:	1-4		
Controls:	<p>Jump</p> <p>Left Arm Out  Right Arm Out</p> <p>Bow</p>	<p>Spin Around  Salute</p>	 
Engine:	Third person, down throne room		
Game Type:			
Story:	Pepper needs help from the Emperor, but to get close enough to him for an audience Pepper must perform the appropriate formalities. Another visitor, Gerrard De Conk, is trying to do the same thing but the Emperor will only see one person, Pepper must make sure he gets to the Emperor first.		
Gameplay:	<p>Pepper begins next to Gerrard at the entrance to the throne room. The Emperor sits at the other end with his closest aide stood next to him.</p> <p>The aide will perform moves and to move closer to the Emperor Pepper and Gerrard must repeat the same moves in the same order, but only if the aide as said "The Emperor says..." before performing the move.</p> <p>Whoever completes the correct moves first moves closer to the Emperor. The other character stays where they are.</p> <p>The moves become quicker and more complicated as time passes but are always in the same sequence.</p> <p>Audio cues reflect each move as it is made.</p>		
Multiplayer:	<p>In the multiplayer version of the game all four players are on screen at the same time. The first player to complete the moves correctly moves forward the rest stay where they are.</p> <p>When the player reaches the Emperor they receive a bonus based on what position they are in, first place gets the most points, and so on.</p>		
High Score:	Time based with a bonus based on accuracy.		