Lego Island 3 Xtreme Stunts: Script

Introduction

The Complete Lego Script is made up of the following sections:

FMV Scripts
Sub-Game Scripts
    Blue Room Scripts
    Speech within Sub-Game
Sub-Puzzle-Game Scripts
    Intro+Outro Scripts around Puzzle-games
    Speech within Puzzle-games
Sub-Quest
    Speech within Sub-Quest
    Helpful speech about Sub-Quest from Island Inhabitants
Idling conversation Scripts
Infomaniac
Pepper's personal expressions

Document Explanation

Note: The following 66 place holders correspond to the 66 place holders in the document 'Lego Island 3 Extreme Stunts story line and speech place holders', and the two documents should be kept together.

Of the 'Complete Lego Script…sections' (above) the following 66 place holders contain all the script for the following:

FMV Scripts
Sub-Game Scripts
    Blue Room Scripts
    Speech within Sub-Game
Sub-Puzzle-Game Scripts
    Intro+Outro Scripts around Puzzle-games
    Speech within Puzzle-games
Sub-Quest
    Helpful speech about Sub-Quests from Island Inhabitants

The speech within the sub-quests is in a separate document.

Idling conversations are in the second section of this document.

Infomaniac is a special case of the Character Idling speech and is included at the end of the document.

Peppers personal expressions is a special case of the Character Idling speech and is included at the end of the document.

Reference ID	
Conversation ID	
Précis	
Text ID	
Character	
Speech	

1	The Intro FMV is CUT
Conversation 1.1	No Speech
Précis	FMV Introduction
1.1.1	
Character	
Speech	

2	This Cut-Scene is Cut
Conversation 2.1	
Précis	Cut scene: Holomaniac instructs Pepper to go to Pizzeria.
2.1.1	
Character	Holomaniac
Speech	Pepper! You'll never believe what's happening on LEGO island! You've gotta see this! Quick, go to the Pizzeria because Papa needs you to collect something and then I'll tell you how to get here".

3	
Conversation 3.1	
Précis	Cut scene: Pepper is at Pizzaria chatting to Papa Brickolini and Mama Brickolinin. During conversation trucks go by in background, and Papa and Mama suggest Pepper investigate.
3.1.1	
Character	Pepper
Speech	Hiya Mama and Papa Brickolini, I see your making some more of your fantastic pizzas. Do you need any delivered?
3.1.2	
Character	Papa Brickolini
Speech	Ho…Ho…Pepper…justa the man I wanted to see. I do indeed needa da pizza delivered…and a guess where…? (said with emphasis). Oh no! You willa never guess so I willa tell you! (Slight pause for Papa to create more drama) To the film studio thatsa where!
3.1.3	
Character	Pepper
Speech	To the Film Studio! (said excitedly). What's going on?
3.1.4	
Character	Mama Brickolini
Speech	Itsa super new Movie Pepper. All action anda full of stunts! They are filming it here ona Lego Island! Oh I am so excited!
3.1.5	
Character	Papa and Mama Brickolini
Speech	Here they come now! Itsa the film trucks on the way to the studio!
3.1.6	
Character	Pepper
Speech	Cool…(extend the sound of the end of the word)
3.1.7	
Character	Papa Brickolini
Speech	It is a indeed Cool, itsa super cool anda that is justa what this pizza will be like if you don'ta get it to the Lego Studios fast.

3	
3.1.3	
Character	Pepper
Speech	Don't worry Papa…I'll get there on time, now I have my new stunt board.

4	
Conversation 4.1	
Précis	Holomaniac introduces himself and explains how he will give Pepper directions. He then gives Pepper directions to Lego Studio
4.1.1	
Character	Holomaniac
Speech	Hi there Pepper…I am your old friend the Infomaniac but I now I can help you more easily as the Holomaniac! I will appear on the screen when you call me and I can help you if you need it. Adventuring can be a difficult business. Let's make a start by going to Lego Studio. If you need help getting around, just call me and follow my arrows. Easy!

5	
Conversation 5.1	
Précis	While Pepper is approaching Lego Studio he takes a jump into the lake area.
5.1.1	
Character	Pepper
Speech	Cool! I will just take a jump into the lake while I'm on the way.

6	
Conversation 6.1	
Précis	Lake Freedom: Holomaniac gives Pepper advice about how to complete this sub-quest if Pepper does not succeed after a certain amount of time.
6.1.1	
Character	Holomaniac
Speech	Hi Pepper. Just press the jump button while on the ramp…that's how to get out of here!

7	
Conversation 7.1	
Précis	Pepper skateboard jumps into the studios: Pepper does some great stunts as he lands in the Studio Lot, draws to a halt in front of Block Buster and some other characters.
7.1.1	
Character	Block Buster
Speech	My boy, my boy! Fantastic! Absolutely brilliant, I know a natural stuntman when I see one and I am looking at one right now! What skill, what daring! I am Block Buster, the director of 'Cool Movie', and I have been searching for a stuntman for this movie, and I think I've just found him!
7.1.2	
Character	Pepper
Speech	Errr…I'm not sure about that, I'm just here to deliver a pizza.
7.1.3	
Character	Block Buster
Speech	Ah ha, that's right we did order a pizza, its for the co-star of Cool Movie. She's around here somewhere…
7.1.4	
Character	Block Buster
Speech	Ah, there you are my dear! Pepper, I would like you to meet our most up and coming young actress, the co-star of 'Cool Movie' and your leading lady; Sky

7	
	Lane!
7.1.5	
Character	Crowd (group)
Speech	Ooooooh! Ahhhhhhhh!
7.1.6	
Character	Sky Lane
Speech	Hi, Pepper.
7.1.7	
Character	Pepper
Speech	Hi.
7.1.8	
Character	Block Buster
Speech	Are you sure you won't be able to help us out, Pepper? It doesn't matter that you're not an actor, we can do wonders with a bit of make-up.
7.1.9	
Character	Pepper
Speech	I suppose I could do it, just as a favour…
7.1.10	
Character	Crowd
Speech	Cheering
Conversation 7.2	
Précis	A Familiar Face. It is the next day and the first day of shooting. Several characters are milling around the studio practising their lines.
7.2.1	
Character	Ed Mail (Impersonating the Prince from Hamlet)
Speech	To deliver mail or not to deliver mail that is the question!
7.2.2	
Character	Nick Brick (Impersonating Oliver Hardy)
Speech	That's another fine mess you've gotten me into!
7.2.3	
Character	Laura Brick (Impersonating Stan Laurel)
Speech	Shhhhhh! Nick your, not supposed to say anything, this is a silent movie.
7.2.4	
Character	Nick Brick

7	
Speech	Ohhhh! Sorry!
Conversation 7.3	
Précis	A Familiar face. Pepper meets the Brickster on the film Studio.
7.3.1	
Character	Pepper
Speech	Oh, I'm sorry. I didn't see…
7.3.2	
Character	Pepper
Speech	You!
7.3.3	
Character	Block Buster
Speech	Ah, Pepper you're here. Wonderful! I see you've met your co-star; this is the Brickster and he will be playing the part of Bad Guy.
7.3.4	
Character	Pepper
Speech	But, but…he's Bad! He's the Brickster! He can't be in cool movie!
7.3.5	
Character	Block Buster
Speech	Don't you worry Pepper. Oh, I know the Brickster's been a little mischievous in the past, but he assures me that he is a fully reformed character now and everyone else seems to agree. Why he's even been helping some of your friends to rehearse their lines and his Brickster-bots have been reprogrammed so that now they only do good things. They're helping us with construction; look.
7.3.6	
Character	Brickster
Speech	Yeah Pepper, gimme a chance will ya? I'm one of the good guys now. Let's be friends; whadda ya say?
7.3.7	
Character	Block Buster
Speech	Wonderful! Let's make a movie!

8	
Conversation 8.1	
Précis	Help Speech: Holomaniac gives Pepper directions to first Sub-Game Car Chase.
8.1.1	
Character	Holomaniac
Speech	Hi Pepper. Its time for you to do some stunts. Follow the arrow to the Garage and lets burn some rubber.

9	
Conversation 9.1	
Précis	Introducing Slidey Puzzle game
9.1.1	
Character	Nick Brick
Speech	Hello Pepper, welcome to the Slidey Puzzle game. I need your help to make sense of these pictures. I think the Brickster is up to no good but all my photo evidence has been scrambled by the Brickster-bots. Can you unscramble these pictures by moving the tiles around. Thanks a lot Pepper, I know you won't let me down.

10	
Conversation 10.1	
Précis	Slidey Puzzle Game. No Speech Required
10.1.1	
Character	
Speech	

11	
Conversation 11.1	
Précis	Outro To Slidey Puzzle Game
11.1.1	
Character	Nick Brick
Speech	Thanks a heap Pepper, this evidence is going to help a lot when we finally close in on the Brickster. I was very puzzled about what to do, but now things make sense. A good job well done…thanks Pepper.

12	
Conversation 12.1	
Précis	Help Speech to Sub-Quest: Script Swap.
12.1.1	
Character	Margaret Patricia Post
Speech	Will you keep an eye out for my husband **Ed** please Pepper? He normally finishes his postal round by now. Everyday the poor dear has to walk down past the beach front and the new **Hotel** to the Police Station, then across to the Party House, then all the way up to your house, before the Radio Station the Pizzeria and finally back home to me.
12.1.2	
Character	Nancy Nubbins
Speech	Howdy Pepper. You haven't seen ol' **Ed Mail** today have you? He's late and I'm expecting a cheque. Oh look there he is by the **Hotel**. Co-eee!
12.1.3	
Character	Valerie Stubbins
Speech	I'm so lucky Pepper I get to sit on the beach all day in glorious weather. I pity **Ed Mail** struggling with his heavy sack of mail. I saw him near the **Hotel** and he looks exhausted.
12.1.4	
Character	Nick Brick
Speech	You're a helpful laddy aren't you Pepper. Why don't you help **Ed Mail** I think he may be struggling with his postal round? I saw him limping towards the

12	
	Hotel earlier on.
12.1.5	
Character	Rhoda Hogg
Speech	Typical isn't it? You send out a load of party invites with RSVP on the bottom and you don't get any replies. Why hasn't **Ed Mail** turned up with the post yet? I bet he's still at **Margaret's Shop**.
12.1.6	
Character	Dr Clickitt
Speech	This is terrible I'm waiting on some test results for Lucky Luke. But **Ed Mail** hasn't delivered any post here all week. I have a good mind to go to **Margaret's Shop** and complain.
12.1.7	
Character	Block Buster
Speech	I do hope **Ed Mail** has managed to deliver all of the film scripts yet. It will be so embarrassing if no one knows what they are supposed to do. Maybe I should check at **Margaret's Shop** to see how he is doing.

13	
Conversation 13.1	
Précis	Help Speech to Sub-Quest: Gust of Wind.
13.1.1	
Character	
Speech	

14	
Conversation 14.1	
Précis	Help Speech to Sub-Quest: Pizza Machine.
14.1.1	
Character	

14	
Conversation 14.1	
Précis	Help Speech to Sub-Quest: Pizza Machine.
Speech	

15	This Cut-Scene is cut
Conversation 15.1	
Précis	
15.1.1	
Character	
Speech	

16	This Cut-Scene is cut
Conversation 16.1	
Précis	
16.1.1	
Character	
Speech	

17	
Conversation 17.1	
Précis	Help Speech to Sub-Quest: Driving/Car Licence.
17.1.1	
Character	Nick Brick
Speech	Ahhh Pepper! What a to do! I have been called out on an emergency! There is a tin of tomato soup driving a car round the island and he hasn't got a driving licence! You should remember that Pepper…you need a licence to drive. You can go and get one from the Garage if you want one!
17.1.2	
Character	Penelope Puff
Speech	Hello Pepper! How do you like being a stunt man! Do you take requests because I would like to see someone jump off the roof of a house into a plate of

17	
	jelly! While you are thinking about it you could get a driving licence, then we could go out in a car and drive off some cliffs!
17.1.3	
Character	Bony Hawks
Speech	Hi there Pepper…Bony here! Will you count my ribs I think I might of lost one! I threw a stick for a dog to fetch…or at least I thought it was a stick, but he found it and then licked it. I might have been a bit of me! I hope that dog had a licence! Lots of things have licences, you even need a licence to drive! You could get one down at the garage if you wanted one!
17.1.4	
Character	Valerie Stubbins
Speech	Oh hello Pepper! It's nice to see you but I wish that you were in trouble…then I could rescue you! I could throw you into a swimming pool full of grapes. Then I could rescue you! I would be such a hero! You would be smelly and covered in grapes but you don't mind do you! If you got a driving licence from the garage you could drive off a bridge! Yeah!
17.1.5	
Character	Animal Chin
Speech	Hello Pepper, let me tell you your fortune. He who drives with a licence is a wise man. He who drives without a driving licence is like a man cutting wood with a carrot! He is stupid…duh! STUPID! So don't be a dodo duuuhhhh brain and get a driving licence from the garage!
17.1.6	
Character	Liam Lense
Speech	Good to see ya. I had a question for you Pepper…I was wondering. You know how you need a driving licence to drive a car…well if I get a dog licence does that mean that I can drive a dog! How fast do dogs go and how do you change gear on a dog? I have no idea Pepper! I do know that you can get a driving licence at the garage though. Why don't you

17	
	go and get one!
17.1.7	
Character	Snap Lockitt
Speech	Hey Dude…I am in a bit of trouble…I went to visit my mum and when I left her house she said to me 'gi ve us a wave Snap'! Well, I didn't have a wave so I did the next best thing and threw a bucket of water over her. She didn't want that kind of wave at all! I don't think she wants to see me for a bit, so I am going to learn how to drive instead. You can get a licence at the garage you know!

18	
Conversation 18.1	
Précis	Blue Room: Introductory cut scene prior to the Car Chase game. Pepper enters room and sits down.
18.1.1	
Character	Block Buster
Speech	Hi there Pepper. Good to see you, you ready to do some acting? Good. First things first, we have a high speed chase to film here Pepper. You have to catch up with the Brickster and smash your car into his. Cool Huh! When you have smashed his car up he is going to have to stop and you can capture the Scientist. Okay? Right then Pepper…Action!

19	
Conversation 19.1	
Précis	Blue Room: Cut Scene at end of the Car Chase game. Includes rushes. (Success and Failure)
19.1.1	
Character	Block Buster
Speech	Well done Pepper, that sure was some fancy driving! (said slowly with emphasis). We have got that in the can, take a look at the rushes.
19.1.2	

19	
Conversation 19.1	
Précis	Blue Room: Cut Scene at end of the Car Chase game. Includes rushes. (Success and Failure)
Character	Block Buster
Speech	Not bad Pepper but we need better shots for the film. Let's take that from the top again.

20	
Conversation 20.1	
Précis	Help Speech to Sub-Quest: Skate Challenge #1.
20.1.1	
Character	Goalie
Speech	Hey Pepper I conceded a goal because of you. The ball took a strange bounce off a scar in the pitch that looks like it was made by the wheels of a skateboard. We don't play football in the **Skate Park**, and we never have this trouble from **Bony Hawks**.
20.1.2	
Character	Laura Brick
Speech	Pepper just the person I was looking for. Why don't you pop over to the **Skate Park**? I saw **Bony Hawks** there and he seems a little lonely. You could cheer him up.
20.1.3	
Character	Technician Bob
Speech	You get wonderful views from up here. When I feel like a rest I watch **Bony Hawks** in the **Skate Park** performing cool tricks. Maybe he could show you some?
20.1.4	
Character	Ed Mail
Speech	I've seen you abusing the pavement Pepper. If you want to skateboard use one of the designated **Skate Parks**. You never get any trouble from **Bony Hawks**, but then he's older then me and has manners unlike the youth of today.

20	
20.1.5	
Character	Red Greenbase
Speech	Wow Pepper you really know some skateboard moves. You like surf on land. You should compare notes with **Bony Hawks**, he's always at the **Skate Park** practising. He hasn't let being dead stop him from skateboarding.
20.1.6	
Character	Polar Oyde
Speech	Hiyah Pepper, I'm really enjoying myself at the moment. I've just spent a really productive afternoon photographing **Bony Hawks** at the **Skate Park**. He's been pulling some amazing stuff, heck it would be good to get photos of the two of you skateboarding.
20.1.7	
Character	Jack O'Trades
Speech	You always like to better yourself Pepper. Well I know your skateboarding is good. But I think you could learn a few things off of **Bony Hawks**. He's been skateboarding since before I was created. Oh yeah you'll find him at the **Skate Park**.
Conversation 20.2	
Précis	Help Speech to Sub-Quest: Skate Challenge #2.
20.2.1	
Character	Technician Bob
Speech	Hey Pepper I saw you and Bony skateboarding together. Very impressive and I think **Bony Hawks** is impressed as well 'cause I haven't seen him practising this hard for a long time. Go down to the **Skate Park** and see if he's come up with anything new.
20.2.2	
Character	Snap Lockitt
Speech	You know Pepper it's a real pity you don't waterskii or surf. I could teach you a thing or two then. I suppose skate boarding is pretty cool anyway. But if you want to learn stuff then **Bony Hawks** is your skeleton. He's always at the **Skate Park** practising

20	
	moves.
20.2.3	
Character	Nubby Stevens
Speech	Yeah, I've got a huge stock of skateboarding accessories now. I've noticed that **Bony Hawks** is going through a lot of wheels and ball bearings. He must be trying out some really tough stuff at the **Skate Park**.
20.2.4	
Character	Super Stationmaster
Speech	Well, well, if it isn't little Pepper. I had a shock yesterday. I was flying over the Island and I was almost overtaken by **Bony Hawks**. He's almost as fast as a speeding bullet on that skateboard of his, I beat him though as I am faster then a speeding bullet.
20.2.5	
Character	Lucky Luke
Speech	Pepper you're so brave, skateboarding is so dangerous. You could fall and cut yourself, or get a nasty graze and you must have loads of bruises. **Bony Hawks** doesn't have to worry about that which is probably why he does better stunts then you.
20.2.6	
Character	Dr Clickitt
Speech	Hello Pepper. I see you're wearing elbow and knee pads, very good. Even so you will still be careful when you're skateboarding I've almost run out of plaster of Paris fixing up **Bony Hawks**.
20.2.7	
Character	Liam Lense
Speech	Hey Pepper I've seen you skateboarding around the place. My first job was on an alternative sports program. It would be great to film you and **Bony Hawks** in action. Maybe after we've finished Cool Movie.
Conversation 20.3	
Précis	Help Speech to Sub-Quest: Skate Challenge #3.
20.3.1	

20	
Character	Bill Ding
Speech	You should check this out Pepper. **Animal Chin** is in the **Skate Park** just around the corner. This is incredible that man invented skateboarding.
20.3.2	
Character	Bony Hawks
Speech	Hi Pepper. I can't teach you any further. If you wish to gain more skill with the skateboard you should seek **Animal Chin**, the skate master that taught me.
20.3.3	
Character	Pete Bog
Speech	Wow! Cor! Incredible! Pepper, Pepper, Pepper. **Animal Chin** is at the **Skate Park**. He is the greatest skateboarded that ever lived, or ever will live.
Conversation ID	20c.4
Précis	Return and Enter tell Pepper they will have the ambulance standing buy to pick him up after Animal Chin annihilates him at skateboarding.
20.3.4.1	
Character	Return
Speech	We have the...
20.3.4.2	
Character	Enter
Speech	Ambulance on standby.
20.3.4.3	
Character	Return
Speech	For when **Animal Chin**...
20.3.4.4	
Character	Enter
Speech	Annihilates you at skateboarding.
20.3.4.5	
Character	Return
Speech	He's waiting for you...
20.3.4.6	
Character	Enter
Speech	At the **Skate Park**.
20.3.5	
Character	Rolf the Vet

20	
Speech	G'day Pepper. A gentleman by the name of **Animal Chin** was in here earlier looking for you. He was carrying a skateboard so he's probably wherever you skateboarders hang out.
20.3.6	
Character	Valerie Stubbins
Speech	I don't often see you down on the beach Pepper. I guess soft sand is not the best surface for skateboarding on. But then Bill Ding made two lovely **Skate Parks** for you to use.
20.3.7	
Character	Mama Brickolini
Speech	How is my favourite adoptive son? You had a friend come round looking for you while you were out and about. Hmmm, oh sorry his name is **Animal Chin** and he said he would be at the **Skate Park** near your house.

21	
Conversation 21.1	
Précis	Help Speech to Sub-Quest: Flower Power.
21.1.1	
Character	Lucky Luke
Speech	Oh hello Pepper. I am not feeling too well, how do I look…terrible? I thought so. I'm not the only one off colour at the moment, Red Greenbase isn't very happy about something. Why not go to the Party House and try and cheer him up.
21.1.2	
Character	Rolf the Vet
Speech	Ahh Pepper! Did you know that vets are qualified to practise medicine on people. Can we pretend that you are sick because I need all the practise I can get! There is someone else I could go and practise on up at the Party House, why don't you have a look and see what you can do, I will pop up there later.
21.1.3	
Character	Super Station Master

21	
Speech	Hiya Pepper, have you heard the news about Red Greenbase. He is very off colour at the moment, something to do with his garden not being right. Why not go and see what you can do?
21.1.4	
Character	M.P. Post
Speech	Good to see you Pepper. It's a lovely day, the sun is shining and the sun is and all the pretty flowers are in bloom. Isn't it a pity about Red Greenbase though, he is having terrible trouble with his garden! You could go and give him a hand! He's at the Party House!
21.1.5	
Character	Footballers
Speech	Hi Pepper…Here we go, here we go, here we go! Where shall we go then? We don't know, we don't know, we don't know! There is some trouble down at the Party House, Red Green base us unhappy! He's feeling low, he's feeling low, he's feeling low! You could see if you could help Pepper…of you go! Off… you… go! (Sang throughout like the football song)

22	
Conversation 22.1	
Précis	Blue Room: Introductory cut scene prior to the Stunt Bike game. Pepper enters room and sits down.
22.1.1	
Character	Block Buster
Speech	Hi there Pepper, good to see you. Ready for some more action? Great! We need some cool moves on a stunt bike ok? I want you to ride through the course as fast as you can and do as many stunts as you can. Okay everyone…lights…camera….Action!

23	
Conversation 23.1	
Précis	Blue Room: Cut Scene at end of the Stunt Bike game. Includes rushes. (Success and Failure)
23.1.1	
Character	Block Buster
Speech	Great Pepper…that's a rap! Nice going Pepper, we got some great shots there. Take a look for yourself we have the rushes ready for you now.
23.1.2	
Character	Block Buster
Speech	Nice going Pepper! Sorry we can't use all that material, try again and hopefully we will get it in the can.

24	
Conversation 24.1	
Précis	Introducing the Matching Brickimals puzzle game.
24.1.1	
Character	Rolf the Vet
Speech	Hello Pepper, welcome to the Matching Brickimals game. I need your help to match up all the brickimals hidden in these crates. Just open up one crate and then open up the crate that has the same Brickimal. I am sure you can do it Pepper. Good Luck!

25	
Conversation 25.1	
Précis	No Speech required within matching Brickimals (though animal sound effects may be required).
25.1.1	
Character	
Speech	

26	
Conversation 26.1	
Précis	Outro to Matching Brickimals.
26.1.1	
Character	Rolf the Vet
Speech	Oh wonderful, wonderful, now that the animals are all in pairs they will all have a friend. They will all be much happier now they are together. Many thanks Pepper, you can bring me a Pizza anytime.

27	
Conversation 27.1	
Précis	Help Speech to Sub-Quest: Skate Race.
27.1.1	
Character	
Speech	

28	
Conversation 28.1	
Précis	Help Speech to Sub-Quest: Car Challenge.
28.1.1	
Character	Valerie Stubbins
Speech	How are you? There is a lot of noise coming from the garage…can you hear it? You could take a look and see what is happening. If I am lucky someone will need to be rescued! That would be cool if someone needed help, maybe they have got their bottom stuck to a refrigerator! That would be great!
28.1.2	
Character	Footballers
Speech	Ooohhhhh Aaaarrrrhhhh Pepparrrrrr! On me head, no really on me head. Lovely day for a game Pepper…ahhh you can smell the cheering crowd! Well…on second thoughts you don't want to smell the cheering crowd they smell like mouldy

28	
	cheese…phooooarrrrr! Smelly. There are some cars racing down at the garage Pepper and they are a bit smelly too, especially when the cars burn rubber!
28.1.3	
Character	Bony Hawks
Speech	How's it going stunt maniac. Have you been down to the garage? There are some way out dudes racing cars down there. Why not take a look, you could bone up on some of your driving skills!
28.1.4	
Character	Sky Lane
Speech	Hello bashful! What are you up to? You know what I would love to do…burn round the island in a sports car. Now you can drive you can take me out for a spin some time. Why don't you get some practise at the Garage and then take me out sometime!
28.1.5	
Character	Dr Clickitt
Speech	Hello Pepper! How are you feeling today! Your epidermis looks a bit pink. Yes…very pink indeed, I think that I might take you to hospital…it could turn nasty and then I can push you about on a trolley. Talking of trolleys that reminds me…you can go for a racing challenge at the garage but be careful won't you!
28.1.6	
Character	Security Guard
Speech	You can't come in here with trainers! Oh its you Pepper! Have you thought of being a security guard…its great! You can stop people going into things…especially if they wear trainers! I can stop people going into lots of things…Lego Studio, a cardboard box, a house made of jam…anything. I can't stop you going to the garage though can I, that's the hot spot on the island right now. There is racing going on down there, why not take a look!
28.1.7	
Character	Rolf the Vet

28	
Speech	Hiya Cobber! You haven't seen a green spotted cat eating cheese have you? Well if you do, tell him to stop because green spotted cats are supposed to eat spaghetti. Not many people know that Pepper…and not many people know that there are races going on down at the garage. You better get going Pepper!

29	
Conversation 29.1	
Précis	Help Speech to Sub-Quest: Boat Licence.
29.1.1	
Character	Nubby Stevens
Speech	Hiya Pepper. Good to see you again. I know you like to travel and to see the world. A good way to do that is by boat, especially if you live on an island! All you will need is a Boat Licence and then you can sail all the seven seas…well five at least. I think you can get licences down by the beach.
29.1.2	
Character	Nancy Nubbins
Speech	Oh there you are Pepper, I wanted to have a word with you! Did you know that you can get a boat licence down on the beach. Well if you do get one, I would love to have a look at the boat engine sometime. I have always wanted to know how they work!
29.1.3	
Character	Penelope Puff
Speech	Hiya Pepper, you don't need to have a licence to be a stunt man but you need one to drive a boat. I think someone told me you can get one down at the beach!
29.1.4	
Character	Sky Lane
Speech	Oh how romantic Pepper, you and I could sail off into the sunset and see this beautiful island from the sea. It would be so cool to go really far out and go really fast cruising on the waves. All we would

29	
	need is a boat licence and you can get one on the beach. Why don't you go and have a look Pepper.
29.1.5	
Character	Pete Bog
Speech	Ohhh-eerrr Hello Pepper is it? I'm shocking at remembering names…I'd forget my own if I didn't have it written on my jumper. Now all I need to do is learn how to read and I will know who I am! I can hardly remember where to get the boat licence! Do boats go on water?…oh yes of course they do. Try the water down by the beach…yes that's it!
29.1.6	
Character	Mama Brickolini
Speech	Oh howsa ma Pepper, anda I don'ta mean the pepper I put ona the super hot and spicy treble nicey pizza I cook for everyone on the island, especially the skateboarda boys who can never get enougha pizza. I mean howsa ma lovely friend Pepper! I heara that you cana get a super Boat Licence down ata the beach, ifa you have that we can deliver da pizza by sea. Itsa good idea Pepper…no?
29.1.7	
Character	Lucky Luke
Speech	Oh Hello Pepper. I am not feeling too well. I was wondering if I could jump off the roof and fly to Lego Mountain…I can tell you now that I can't. I think there are safer forms of travel. If you want to use a boat you will need a boat licence, I think you can get them down by the Res-Q H.Q. While your down there tell them to come and Res-Q me won't you. Thanks!

30	This Sub-Quest is Cut
Conversation 30.1	
Précis	Help Speech to Sub-Quest: Beach Ball.
30.1.1	
Character	Laura Brick

30	This Sub-Quest is Cut
Speech	Hello Pepper…I have heard that someone is in trouble. I have to go and help a blue duck with a car stuck to his face. Please go to the Res-Q HQ and sort things out.
30.1.2	
Character	Nancy Nubbins
Speech	Hi there Pepper! If you want to have some fun you could go to the hotel. There is a lovely beach in front of the hotel, and there are always people playing in the sand.
30.1.3	
Character	Penelope Puff
Speech	Howdy Pepper, do you need any make-up for your next scene? I hear there is something going on down at the Beach? You may want to go down and check it out, maybe something cool is going on!
30.1.4	
Character	Studz Linking
Speech	Whoa Pepper! This sure is a cool Hotel. I have a lovely view of the sea and the beach from my room. I saw lots of lovely birds too. You could go down to the beach and check them out!
30.1.5	
Character	Bill Ding
Speech	Howsy dowsy Pepper, how ya doin kiddo. I met Nick Brick today. Doesn't he have a cool name Pepper. I just love bricks! I just can't get enough of em! Anyway he said that someone needed help down by the Hotel and he wanted me to pass it on.
30.1.6	
Character	DJ
Speech	Super, fantastic, smashing…and on the line we have that very cool pizza maniac Pepper! Howdy Pepper! I hear there is trouble down by the Hotel! Can you tell me what is going on? You could groove on down there and sort out the decks. (said as if on radio).
30.1.7	
Character	Red Greenbase

30	This Sub-Quest is Cut
Speech	How is it going Pepper! I love it in my garden, I have lots of lovely fruit and vegetables. The fruit is lovely but the vegetables tastes like a sweaty sock. Euggghhhh! Would you like some fruit, you could eat them on the beach. The best place is the beach by the Hotel…I have heard lots of things happen there!

31	
Conversation 31.1	
Précis	Help Speech to Sub-Quest: Self Drive.
31.1.1	
Character	
Speech	

32	
Conversation 32.1	
Précis	Help Speech to Sub-Quest: Sneak #1.
32.1.1	
Character	Margaret Patricia Post
Speech	How is our little star? Looking after yourself I hope. We don't want you to burn out Pepper. Poor old **Jack O'Trades** used to lead a gymnastics troop until the stress got to him. If you ask him maybe he could teach you some gymnastics.
32.1.2	
Character	Bill Ding
Speech	I'm getting some fun work to do recently**. Jack O'Trades** asked me to create an aerial assault course for him. Check it out, its fantastic even if I do say so myself.
32.1.3	
Character	Dr Clickitt
Speech	I'm surprised Pepper I've had my first patient who wasn't Lucky Luke! **Jack O'Trades** fell off a wall doing gymnastics.

32	
32.1.4	
Character	Polar Oyde
Speech	Hello little stunt meister. You ought to talk to **Jack O'Trades** about old times. When I first started as a photographer my first shoot was of the Flying Legondos gymnastics troop. Jack was there main man and has been a personal hero of mine ever since.
32.1.5	
Character	Super Stationmaster
Speech	I've noticed something very humbling Pepper. Now as a super hero I can do amazing stuff, but that is nothing special as I have super powers. Now **Jack O'Trades** can do incredible gymnastic feats and he is an ordinary minifig, so it is special. With talent and dedication Jack can do stuff that I with my super powers cannot.
32.1.6	
Character	Snap Lockitt
Speech	I'm really chuffed. **Jack O'Trades** has taught me some nice moves that I can use to impress people on the dance floor. I reckon he could teach you a thing or two. That guy really knows how to move his body.
32.1.7	
Character	Block Buster
Speech	Ah Pepper, I'm so pleased I discovered you. If I hadn't discovered your talent and star quality I would have ended up using **Jack O'Trades** as the star of Cool Movie. He's an excellent gymnast but he's a little old for the part and Penelope Puff would have had her work cut out trying to make him look young enough. Now of course if you need some pointers on gymnastic skills Jack is the man to see.
Conversation 32.2	
Précis	Help Speech to Sub-Quest: Sneak #2.
32.2.1	
Character	Brian Shrimp
Speech	Woah, who's that stomping around. Pepper! You

32	
	sound like a herd of elephants. You need to walk like **Jack O'Trades** he knows how to walk without a sound. Stomp, stomp, stomp how am I supposed to sleep through that racket.
Text 32.2.2	
Character	Sky Lane
Speech	How is my little buddy today? I've got a smidgen of advice for you Pepper. Take a stroll down to **Jack O'Trades**. He can teach you how to walk as silent as a cat. You never know when that might prove useful.
32.2.3	
Character	Belinda Blink
Speech	Guess what Pepper, I haven't tripped over anything today, isn't that brilliant. I should thank **Jack O'Trades** for showing me how to be a little less clumsy. You may not need it but I'm sure he could show you some useful stuff.
32.2.4	
Character	The Brickster
Speech	Oh look its Pepper my supporting actor for Cool Movie. Your clumsiness keeps ruining my performance. Why don't you see **Jack O'Trades** he will teach you stuff you need to learn. And with a bit of luck you'll fall of a tight rope and break your... Oops I'm supposed to be nice now. What! Stop staring at me.
32.2.5	
Character	Animal Chin
Speech	Ah, Pepper! The path of enlightenment is crooked and hard. Admire the grace of **Jack O'Trades** for he is a man who through adversity has found his centre. You would do well to learn from him.
32.2.6	
Character	Rolf the Vet
Speech	This is such a lovely place to live everyone is so helpful. Just the other day **Jack O'Trades** helped me catch an injured rabbit. He crept up on his silent feet, the rabbit never knew he was there then he

32	
	grabbed it, so I could treat it.
32.2.7	
Character	Mama Brickolini
Speech	Lovely to see you again Pepper. I wonder when we will next have a ball on the Island. Last time I danced with **Jack O'Trades**, he's so light on his feet and he is a fantastic dancer. Of course Papa is also a great dancer and I love him so it's much nicer o dance with him.

33	
Conversation 33.1	
Précis	Help Speech to Sub-Quest: Crazy Pizza.
33.1.1	
Character	
Speech	

34	
Conversation 34.1	
Précis	Blue Room: Introductory cut scene prior to the Jet-Ski game. Pepper enters room and sits down.
34.1.1	
Character	Block Buster
Speech	Well hello there Pepper, ready for some watersports? This scene is fantastic! I need you to chase the Bad Guy round the marina and catch him before he can escape into the open sea. Is that all clear? Great…ok then lets start the cameras and…rollem!

35	

35	
Conversation 35.1	
Précis	Blue Room: Cut Scene at end of the Jet-Ski game. Includes rushes. **(Success and Failure)**
35.1.1	
Character	Block Buster
Speech	Great work Pepper! We shot some great stunts, you're a natural kid! Take a look at these rushes, they are action packed and that's how I like it!
35.1.2	
Character	Block Buster
Speech	We took some great close-ups and panoramic shots there Pepper but we are going to have to re-shoot some of those stunts. We'll go again any time your ready Pepper.

36	
Conversation 36.1	
Précis	Help Speech to Sub-Quest: Boat Challenge.
36.1.1	
Character	Studz Linking
Speech	Howdy Hi-ball, you know how I like to race, well there is some serious racing going on down by the Res-Q HQ. Its racing on the surf and I would go down myself but I like to keep my feet dry!
36.1.2	
Character	Nubby Stevens
Speech	Hello there Pepper! Are you having a good time making the film? I'm 'exhausted' sorting out all the cars and limo's for the stars. I would like to give some of them a good 'boot'. Isn't it exciting! Have you heard about the boat racing down by the beach. I bet it would be real smooth to do that!
36.1.3	
Character	Laura Brick
Speech	Hello Pepper…you haven't seen a green pig called Robin have you? Well apparently he told someone a tongue twister that was so tangly they have ended

36	
	up in hospital! It was Red Lego Lorry Yellow Lego Lorry. Whatever you do don't try to say it again and again as fast as you can! You would be better off going to the Res-Q HQ and racing boats, that'll keep you out of trouble!
36.1.4	
Character	Nick Brick
Speech	Hi there…I hope you are keeping out of trouble, there is too much of that sort of thing going on. In my day you could keep your doors open and no one took them off your house and stuck them on someone else's house! But that's Lego for you! Why don't you nip down to the beach, there is some racing going on down there.
36.1.5	
Character	Technician Bob
Speech	Hello Pepper, looking good…hmmm…it would be more logical if I said You are looking good! Yes indeed, most logical, because I am describing you Pepper. Yes indeed. It would also be very logical if you went to the Res-Q Centre. Oh yes…If you wanted to do some racing that is the logical place to go right now.
36.1.6	
Character	Phil Film
Speech	Hey dude. (Slow voice), what's going on man! Are we rolling the camera or are my eye balls going round and round! I need to chill out man and I sure ain't going to the beach to chill, there is a lot of excitement down there, what with the racing and all.
36.1.7	
Character	Rhoda Hogg
Speech	Good to see you speedy! How do you like driving round the Island? You have had a lot of experience now. Have you driven round by the Res-Q HQ lately? There is some boat racing going on down there, you could drive round and see how you get on!

37	
Conversation 37.1	
Précis	Help Speech to Sub-Quest: Lost Brick.
37.1.1	
Character	
Speech	

38	
Conversation 38.1	
Précis	Help Speech to Sub-Quest: Diversion Dilemma.
38.1.1	
Character	
Speech	

39	
Conversation 39.1	
Précis	Help Speech to Sub-Quest: Boat Challenge.
39.1.1	
Character	
Speech	

40	
Conversation 40.1	
Précis	Help Speech to Sub-Quest: Floating Trouble.
40.1.1	
Character	Super Stationmaster
Speech	Hi Pepper. Do you need a train to take you anywhere? The Lego train can take you anywhere you want to go as long as you want to go round in a big circle! Makes you dizzy! There was a man in the air holding some balloons near the Info Centre.

40	
	I bet he's dizzy too!
40.1.2	
Character	Jack O'Trades
Speech	Ahh…there you are. I say something very strange near the mountain. It looked like a man holding onto balloons. I know what you are thinking…that's not strange! But the man was up in the air! Now that's just crazy!
40.1.3	
Character	Rolf the Vet
Speech	Hi Pepper, you haven't seen any elephants drinking lemonade have you! It's not good for their digestion and they make noises if you stand behind them. Pheewwww! Talking of funny noises, there was a man calling out near the mountain. It was up in the air but I didn't see anything!
40.1.4	
Character	Lucky Luke
Speech	Oh no Pepper…don't tell me! I've got a huge phone bill and pet tortoise has been posted to the moon! Oh I have had such bad luck lately…almost as much bad luck as the man near the mountain stuck in the air!
40.1.5	
Character	Bony Hawks
Speech	Hey skate mate! How are the tricks coming? Pretty neat huh! When I was a lot younger I spent all my time doing tricks. I didn't have time to eat and everyone said there would be nothing left of me. Andy now look at me. Not much left! There won't be much left of another young man I say near the info centre he was in the air holding on to some balloons!
40.1.6	
Character	Belinda Blink
Speech	Is that you Pepper? Oh yes of course it is, only you wear a green top hat and purple shoes! Are you having a good time! I am, I love making films, especially films from the air. There is a man near

40	
	the mountain up in the air holding some balloons…I wonder if he is making a film too!

41	
Conversation 41.1	
Précis	Help Speech to Sub-Quest: Short Sighted.
41.1.1	
Character	
Speech	

42	
Conversation 42.1	
Précis	Help Speech to Sub-Quest: Backwords.
42.1.1	
Character	
Speech	

43	
Conversation 43.1	
Précis	Help Speech to Sub-Quest: Plane Licence
Text 43.1.1	
Character	Belinda Blink
Speech	Pepper! What are you doing here, your supposed to be at the **Airport** to film a plane chase. Oh my so am I, we better get going.
Text 43.1.2	
Character	Striker
Speech	Hey Pepper dude, we've heard that you're going to fly a plane for the movie. That's so cool. Maybe we'll stop playing for a bit and come to the **Airport** and watch.
Text 43.1.3	
Character	Mama Brickolini
Speech	Oh dear Pepper, you're in trouble. Block Buster is

43	
	on the warpath. You're supposed to be at the **Airport** for the filming of the death defying plane chase and you're over an hour late!
Text 43.1.4	
Character	DJ
Speech	On today's show we have Pepper Roni who later today will be at the **Airport**, where he will film a terrifying set of aeroplane stunts. Here at LEGO FM we have tuned our equipment to the frequency of the plane so we can follow all of the thrills and the spills as they happen.
Text 43.1.5	
Character	Super Stationmaster
Speech	So Pepper your going to fly a plane for the movie. There is nothing quite like flying, the peace and tranquillity as you soar over the Island. Oh you won't get that you'll be doing extreme stunts. Well once they've finished with you at the **Airport** come and see me and I'll teach you a few flying tricks.
Text 43.1.6	
Character	Bony Hawks
Speech	Hiyah skate dude. There's a lot of activity down at the **Airport**, cameras and stuff. Block Buster is running around shouting at people. I guess they're going to be filming something there. But then you would know. See you later dude.
Text 43.1.7	
Character	Margaret Patricia Post
Speech	So your going to fly a plane for the film then Pepper. Well after you take off from the **Airport** you better head out to sea. I don't want you flying over my shop filling the sky with an awful racket. And you'll be pumping out huge amounts of pollution. Just think of the ozone layer and how much you'll be damaging it. This film people are so irresponsible.

44	
Conversation 44.1	
Précis	Introduction to the Wacky Warehouse puzzle game. Note: this game takes place at two locations. Instance One takes place at the Post Office
44.1.1	
Character	M.P.Post
Speech	Hello Pepper, welcome to the Wacky Warehouse puzzle game. I need your help moving some boxes of mail Pepper. I know you are very strong so can you help me push the boxes onto the coloured squares. It is not as easy as it looks Pepper, I have a lot of trouble working out the correct order. Remember to push the boxes, you can't pull them… good luck!
Conversation 45.2	
Précis	Introduction to the Wacky Warehouse puzzle game. Note: this game takes place at two locations. Instance Two takes place at Jack O'Trades Store
45.2.1	
Character	Jack O'Trades
Speech	Hello Pepper, welcome to the Wacky Warehouse puzzle game. I am glad you are here, I need to move some boxes around. You have to push the boxes onto the coloured squares. It is hard to push them but you are a strong boy, remember that you can't pull them, you can only push. Good luck Pepper, you can do it!

45	
Conversation 45.1	
Précis	Pepper's expressions during the Wacky Warehouse game.
45.1.1	
Character	Pepper
Speech	Expressions implying he is thinking. Mmmm. Hmmmm. Errrrr. Etc. At least 10
45.2.1	

45	
Conversation 45.1	
Précis	Pepper's expressions during the Wacky Warehouse game.
Character	Pepper
Speech	Expressions of exertion, potentially to be used when Pepper pushes crates. Ouuuf. Eurrrgh. Etc. At least 10

46	
Conversation 46.1	
Précis	Outro to Wacky Warehouse Puzzle game. Instance One takes place at the Post Office.
46.1.1	
Character	M.P.Post
Speech	That was great Pepper! Now I will be able to organise the mail and get it sent out properly. I couldn't have done it without you, you have really stamped on the problem Pepper! Thanks!
Conversation 46.2	
Précis	Outro to Wacky Warehouse Puzzle game. Instance Two takes place at Jack O'Trades Store.
46.2.1	
Character	Jack O'Trades
Speech	Thanks Pepper. You sure are great with crates! Things are much better now. You really are a big help Pepper. See you again soon!

47	
Conversation 47.1	
Précis	Help Speech to Sub-Quest: Spanner Sandwich.
47.1.1	
Character	

47	
Speech	

48	
Conversation 48.1	
Précis	Help Speech to Sub-Quest: Flying Chair.
48.1.1	
Character	
Speech	

49	
Conversation 49.1	
Précis	Blue Room: Introductory cut scene prior to the Plane Chase game. Pepper enters room and sits down.
49.1.1	
Character	Block Buster
Speech	Hi there Pepper…I hope you are ready for some more action…cause we've got plenty for you here. We are taking to the air for this stunt Pepper. I want you to chase the Bad Guy in his plane and bring him down with your plane ok? You need to dodge all the stuff he throws out of the plane and crash into him. Okay then, ready on the set…and…Action!

50	
Conversation 50.1	
Précis	Blue Room: Cut Scene at end of the Plane Chase game. Includes rushes. (Success and Failure)

50	
50.1.1	
Character	Block Buster
Speech	Yo Pepper! That's was amazing stuff, I'm surprised you're still in one piece. You are one crazy stuntman. Take a look at the rushes, I sure am pleased with them.
50.1.2	
Character	Block Buster
Speech	Good try Pepper, I think we are gunna need another take to get it perfect. We are ready to roll the cameras as soon as you're ready.

51	No Clues to this sub-quest.
Conversation 51.1	
Précis	Help Speech to Sub-Quest: Plane Challenge.
51.1.1	
Character	
Speech	

52	
Conversation 52.1	
Précis	Help Speech to Sub-Quest: Flying Tour.
52.1.1	
Character	
Speech	

53	
Conversation 53.1	
Précis	Help Speech to Sub-Quest: Medical Worry.
53.1.1	
Character	
Speech	

54	
Conversation 54.1	
Précis	Help Speech to Sub-Quest: Tri-Gizmo.
54.1.1	
Character	
Speech	

55	
Conversation 55.1	
Précis	Help Speech to Sub-Quest: Pranksters.
55.1.1	
Character	
Speech	

56	
Conversation 56.1	
Précis	Help Speech to Sub-Quest: Musical Notes.
56.1.1	
Character	
Speech	

57	
Conversation 57.1	
Précis	Help Speech to Sub-Quest: Birds Nest.
57.1.1	
Character	Nick Brick
Speech	Nice to see you again Pepper. I hear there is a problem down by the Hotel. I am just off to the Airport to arrest a low flying cake stuck to a small child. I will be back soon! Can you go to the Hotel and sort things out!
57.1.2	
Character	Nubby Stevens
Speech	Hi Pepper, its lovely to see you, I hate to 'wrench'

57	
	you away from what you are doing and put a 'spanner' in the works but someone down by the hotel needs your help! You better 'hammer' down there and see what you can do!
57.1.3	
Character	Footballers
Speech	On me head Pepper…your looking great. The Island is such a happy place to live, but not always! Someone needs your help by the Hotel Pepper. You better shoot off down there and save the situation. That should be your goal! (the other footballers shout 'Where!'). (Everyone laughs).
57.1.4	
Character	Sky Lane
Speech	Hi Pepper…(said seductively) you are my hero, and heroes do really brave things. Will you go around the Hotel and be a real hero for me! Someone needs your help Pepper, it would be so cool to help them!
57.1.5	
Character	Bony Hawks
Speech	Good to see ya Pepper…you sure are cool on that Skateboard. I hear you are pretty good now and you know some cool tricks, you could skate down to the Hotel and see what is going on down there.
57.1.6	
Character	Papa Brickolini
Speech	Howa ya doin Pepper, you looka so good ona your skateboard, I have seena you doing all kinds of tricks round the Island. Ita woulda be a good trick if you wenta down to the Hotela. I hear there isa someone whoa need your Help.
57.1.7	
Character	Snap Lockitt
Speech	Gee Pepper, it sure is good t see ya. Hang loose, live wild and never get caught in the garden with a frozen chicken! How wise am I! And you'd be wise too if you got down to the Hotel! There are some no good beach bums down there for you to deal with!

58	
Conversation 58.1	
Précis	Help Speech to Sub-Quest: Mail Madness.
58.1.1	
Character	
Speech	

59	
Conversation 59.1	
Précis	Help Speech to Sub-Quest: Lost But Found.
59.1.1	
Character	
Speech	

60	
Conversation 60.1	
Précis	Help Speech to Sub-Quest: Shopper Panic.
60.1.1	
Character	
Speech	

61	
Conversation 61.1	
Précis	Help Speech to Sub-Quest: Brickulating Race.
61.1.1	
Character	
Speech	

62	
Conversation 62.1	

Précis	Blue Room: Introductory cut scene prior to the Parachuting game. Pepper enters room and sits down.
62.1.1	
Character	Block Buster
Speech	Yeeee--haa! I sure am looking forward to shooting this stunt Pepper, this is one dangerous stunt. I want you to jump out of a plane and catch as much as you can on the way down. Try to get through the rings and remember to pull your parachute at the end. Do as many stunts as you can on the way down, we will be filming it all. Ready…take 1!

63	
Conversation 63.1	
Précis	Blue Room: Cut Scene at end of the Parachuting game. Includes rushes. (Success and Failure)
63.1.1	
Character	Block Buster
Speech	Brilliant! Brilliant! That is some of the best action I have seen in my life. You can be real proud of your work there cowboy! I am so excited, I can't wait to see the rushes..ahh…here they are now.
63.1.2	
Character	Block Buster
Speech	That was great Pepper, but we are going to treat that like a rehearsal Pepper, we are going to have to go again with that one.

64	
Conversation 64.1	

Précis	Cut-Scene: After filming Parachute game Block Buster invites everyone to the premiere and to go off to celebrate the end of the filming.
64.1.1	
Character	Block Buster
Speech	Cut! That's a wrap everyone! That was the last scene I needed to complete the film. Thanks young Pepper and indeed everyone! You've been wonderful…really. What with the stuff you filmed earlier, I've got all the film I need now. As a special surprise, so as not to spoil the movie for you, we're going to put the film together now and then you'll see the ending at the premiere.
64.1.2	
Character	Infomaniac
Speech	I'm so excited I think I could explode, I can't wait to see my name in lights.
64.1.3	
Character	Block Buster
Speech	Yes it is really special to see yourself on the big screen. The Premiere is tomorrow but right now I think we should all go out and celebrate the end of the movie. I have arranged a special dinner for everyone, come on follow me!

65	
Conversation 65.1	
Précis	Everyone is seated around tables in a Marquee. In this cut-scene the Brickster reveals his real identity and his intentions to deconstruct the Universe.
65.1.1	
Character	Brickster
Speech	I think you'll all agree that the filming of Cool Movie has gone extremely well. We should all be proud and I'm sure that this adventure will be every bit as successful as the last!
65.1.2	
Character	Everyone present except Brickster
Speech	Riotous cheering.

65	
65.1.3	
Character	Brickster
Speech	If you'll all raise your glasses, I'd like to propose a toast…to ME!
65.1.4	
Character	Brickster
Speech	While you've all been sitting in here stuffing your stupid faces, I have masterminded a plan to make me the most powerful man in the Lego Universe. My Brickster Bots have been building sets all around the Island and now that they are fully trained they have built me a Brickster's Tower!
65.1.5	
Character	Pepper
Speech	I knew it! You didn't fool me for an instant, you slippery…
65.1.6	
Character	Brickster
Speech	Yeah…yeah Pepper. Always the good guy. (said with boredom in the voice). Well it still won't do you any good, you'll never stop me! I was using the movie as a cover all along, you see…I've built a super computer and with it I will take all the bricks in the whole Lego Universe! Ahahahahahahah!
65.1.7	
Character	Brickster
Speech	That stupid Infomaniac tried to interfere with my plans, but we've taken him right to the top of the tower! I'm going to activate the super computer now and then the whole Universe will deconstruct. If anyone tries to stop me, the old man gets it!
65.1.8	
Character	Pepper
Speech	Sky, I need to save the Infomaniac and stop that super computer! I think the Bricksters already activated it, but I may be able to stop it before it goes off. (said with urgency) If I don't make it, Sky, I need you to save the world. (said with poignancy)

65	
65.1.9	
Character	Sky
Speech	Nothing will happen to you, Pepper. You're fantastic, we have all seen what you can do in the film, but now it's for real! You can do it Pepper…just believe in yourself! (said encouragingly and with passion).
65.1.10	
Character	Pepper
Speech	I want you to go to my house, Sky and get on the computer. You must hack into the Brickster's super computer and make sure that if it goes off, it's not going to harm anyone. Can you do that for me?

66	Speech not Necessary
Conversation 66.1	
Précis	Help Speech: Islanders directing Pepper to the Brickster's Tower. Not necessary as Pepper will see the Tower from the Tent and it will be obvious where to go.
66.1.1	
Character	
Speech	

67	
Conversation 67.1	
Précis	Pepper in the Brickster's Tower.
67.1.1	
Character	Brickster
Speech	Low chuckle
67.1.2	
Character	Infomaniac
Speech	Muffled noises through tape across mouth.
67.1.3	
Character	Brickster

Speech	You shouldn't have come back, Pepper…but you're just in time to watch the Universe deconstruct, and you along with it!
Conversation 67.2	
Précis	Pepper and the Brickster Battle.
67.2.1	
Character	Sky
Speech	Pepper! Can you hear me? I've hacked into the Infomaniac's holosystem so I can talk to you. I am connecting to the Brickster's super computer now and then I'll shut it down. In the meantime, remember what the Brickster's great weakness is! He really loves pizzas! Feed him a few of them and you might slow him down!
67.2.2	
Character	Brickster
Speech	Over the years, I've eaten so much pizza, that I am immune to any amount of heat!
Conversation 67.3	
Précis	Pepper and the Brickster Battle, the final scene.
67.3.1	
Character	Brickster
Speech	You may have won this battle Pepper, but not the war! It's too late for you Pepper! I'm going to press the button for the final countdown and then nothing you can do can stop the super computer from deconstructing the whole LEGO Universe! Say goodbye to your bricks, little boy!
67.3.2	
Character	Pepper
Speech	Sky…don't let me down.
67.3.3	
Character	Pepper
Speech	Sky…what's happening? Were you able to stop the super computer?
67.3.4	
Character	Pepper
Speech	Then…the Universe…LEGO Island…will be…
67.3.5	
Character	Sky

Speech	Oh no! I couldn't stop it, but I did change the program so that the effect will be…well, let's just say he won't be expecting it!
67.3.6	
Character	Sky
Speech	Watch!
67.3.7	
Character	Infomaniac
Speech	My Information Centre! (euphorically)

68	
Conversation 68.1	
Précis	The Brickster is captured and Cool Movie has its premiere
68.1.1	
Character	Pepper
Speech	Why did you do it Brickster? You can't just go around trying to take things from other people all the time.
68.1.2	
Character	Brickster
Speech	It's alright for you, you had a whole house built for you, but I've never even had my own set of LEGO bricks! All I ever got were the bits that people lose down the backs of sofas…(short delay as Brickster pulls bricks from his pocket) Like these!
68.1.3	
Character	Pepper
Speech	Well Brickster, will you behave then?
68.1.4	
Character	Brickster
Speech	Whaaa-aaat? No way! I'm just gonna make a bigger and better plan for next time. I'll soon have all the LEGO bricks in the WORLD!
68.1.5	
Character	Brickster
Speech	I got a couple already!
68.1.6	

68	
Character	Infomaniac
Speech	Well Brickster…we've finally decided to give you your own LEGO set. Unfortunately for you, it's the jail set and you'll only be able to play with it from the inside, until you learn to behave yourself!
68.1.7	
Character	Brickster
Speech	Let me out! (angrily)
68.1.8	
Character	Brickster
Speech	Hmmm, what does this bit do? (introspectively)
68.1.9	
Character	Brickster
Speech	What! I don't even get to watch the movie? Ah, come onnnnn! Lemmeee ooouuut! (said with urgency)
Conversation 68.2	
Précis	The Brickster has escaped and is in the back of the movie theatre unbeknown to anyone else.
68.2.1	
Character	Brickster
Speech	Chuckles to himself.

69	
Conversation 69.1	No Speech
Précis	FMV: Outro
69.1.1	
Character	
Speech	

Idling Conversations

Introduction

Create characterisation with Idling Conversations. Dr Clickitt talks about medical issues, Technician Bob talks about technical issues etc.

Create characterisation through locality. If there is something close to Technician Bobs house then he should know something about it, whether it is a sub-quest or something about the local woods it doesn't matter.

Lego would like some of the Idling conversations to express more about the lives of the people on Lego Island apart from the Lego Island 3 Story. They also want some continuity of story to be within some individuals Idling conversations. Major problem prohibiting this is that the Idling conversations will be chosen at random, making planned narrative impossible without creating special cases.

Complete Character List (taken from pages 2,3 of Character Bible).

1. Animal Chin
2. Belinda Blink
3. Bill Ding
4. Block Buster
5. Bony Hawks
6. Brian Shrimp
7. Brickster
8. Brickster-Bots
9. DJ
10. Dr. Clickitt
11. Ed Mail
12. Footballers
13. Infomaniac
14. Jack O'Trades
15. Laura Brick
16. Liam Lense
17. Mama Brickolini
18. Margaret Patricia Post
19. Nancy Nubbins
20. Nick Brick
21. Nubby Stevens
22. Papa Brickolini

23.Patient?
24.Penelope Puff
25.Pepper Roni (Special case dealt with seperately)
26.Pete Bog
27.Phil Film
28.Photographer?
29.Red Greenbase
30.Return and Enter
31.Rhoda Hogg
32.Rolf the Vet
33.Security Guard?
34.Self Morphing Plant
35.Sky Lane
36.Snap Lockitt
37.Studz Linking
38.Super Stationmaster
39.Technician Bob
40.Valerie Stubbins

1	
Character	Animal Chin
Speech	
1.1	I am meditating to the hit parade a most worthy endeavour.
1.2	Your skills are improving Pepper, but you must remember 'imagination is more important than knowledge'.
1.3	I cannot teach you Pepper. You teach yourself I merely guide your enthusiasm.
1.4	Seek to be a willow and not the mighty oak. For when the storm comes a willow will bend where the oak will break.
1.5	It is no longer my time, it is yours.
1.6	A leopard that changes its spots becomes a panther.
1.7	Take your shoes off and wiggle your toes in the grass. Now you understand beauty.
1.8	LEGO radio is sublime. The DJ is a man who has found his centre.
1.9	Do not let your trinkets and baubles distract you. Life is for living and not for accumulating junk.

1.10	I tried pizza once but it is too rich for my tastes, I prefer noodles with spring onion.

2	
Character	Belinda Blink
Speech	
2.1	I wanted to be an actress when I was your age, but I've only got as far as clapper board girl.
2.2	Does Block Buster talk about me at all?
2.3	I wish the Island had a steam train, they're so much more romantic then electric trains.
2.4	Sorry Pepper can't talk I have to get the set ready for the next shot.
2.5	It's so unfair. Penelope Puff is a brainless bimbo but she earns more money because she is pretty.
2.6	Oops my socks don't match today. At least I will be able to tell right from left.
2.7	I have to see Dr Clickitt for my prescription of plasters. I pick up cuts and scrapes so often.
2.8	I wish I was pretty as well as intelligent. Pretty girls are allowed to be intelligent just look at Sky Lane, or better yet have a conversation.
2.9	It's a bit misty today. Oh sorry my glasses are dirty. That's better I can see clearly again.
2.10	You're nice to work with Pepper not at all arrogant unlike some stars I've worked with.

3	
Character	Bill Ding
Speech	
3.1	Hello Pepper do you like the extension to the Pizzeria I built.
3.2	I'm glad the movies have come to the Island I haven't had this much work to do for a long time.
3.3	Now we have a cinema it would be nice if we had a theatre as well. Then I could go to an opera live and not have to watch it on TV. Plus I get to build it.
3.4	The smallest house I've ever built was for a solitary

	bee that had run out of wax. Now that was a challenge.
3.5	I hope the Brickster really is good nowadays. It's so annoying having to reconstruct the whole Island every two years when he deconstructs the lot.
3.6	How's your house Pepper. Do you need anything for it? A patio, a shed, how about a pagoda or a loft conversion.
3.7	I want to build something new unusual and different, but I can't think what.
3.8	Multi-story carparks are so ugly, I made a pretty one once, but nobody used it, as they didn't think it was a carpark.
3.9	What a day, I've been up since dawn, putting one brick on top of another without a break. Hey I've missed lunch. I gotta go and get me some food.
3.10	I can't get enough of that sky line.

4	
Character	Block Buster
Speech	
4.1	How's my leading man today?
4.2	This film is going to be huge, absolutely huge.
4.3	I hope I get a L.A.F.T.A for Cool Movie, hey we deserve a dozen.
4.4	I wish I could fly but I haven't the knack. So I watch planes instead.
4.5	Don't let stardom go to your head Pepper this is a fickle business.
4.6	I'm revising the script at the moment. The Brickster has pointed out that he doesn't have enough good lines and that you have too many.
4.7	LEGO Island is a bit quaint I miss the bright lights and the lures of a cosmopolitan metropolis.
4.8	If only my mum could see me now. Alas she was one of the old homemaker figures and sadly obsolete.
4.9	Blast, Belinda spilt coffee on my script and she just looked up at me with her kicked puppy eyes and made me feel guilty when I shouted at her for HER

	clumsiness.
4.10	Have you ever trodden on a slug in your bare feet it is a disgusting experience. I don't understand how it got into my shoe though.

5	
Character	Bony Hawks
Speech	
5.1	I remember when this Island was all studs.
5.2	Are you eating enough Pepper? You don't want to end up as thin as me huh.
5.3	I've polished my board and waxed me bones now I'm all shiny and bright.
5.4	Doh! We don't have stables anymore I should be at the Garage.
5.5	I think one if me wheels is loose I better get Nubby to check it out.
5.6	What a lovely day Pepper. Not like the summer of 1623 it rained every day.
5.7	I see your wearing knee and elbow pads, very wise. I've lost count of the number of bones I've chipped scraped or broken.
5.8	Some people need to keep their pets under better control. I've had to hop after a dog for much of the day trying to get my leg back.
5.9	Mailing lists are very annoying, I keep getting sent free samplers of shampoo and skin care products. Can't they send me stuff I can use, like beeswax polish or whitening toothpaste.
5.10	Whenever I moan about progress and change I remind myself how much better it is to skateboard on tarmac instead of cobbles.

6	
Character	Brian Shrimp
Speech	
6.1	Go away.
6.2	It may be a trash can to you but to me it's my home.

6.3	Can you spare me some change for a coffee?
6.4	You have a nice house Pepper, not like mine.
6.5	Snug as a bug in here, mmm, cosy.
6.6	Oy keep it down I'm trying to sleep in here, darn noisy children, they should be seen and not heard, or even better not seen and not heard.
6.7	Spare us a brick, I'm saving up for a proper house.
6.8	Well if you hadn't had a bath in um, what year is it? Right twenty years you'd smell as well. Cheeky scamp.
6.9	The last crate I called home was previously used to store fish. I can't stand fish now.
6.10	What now, every day I get disturbed. I just want to be left alone.

7	
Character	Brickster
Speech	
7.1	Hello condiment boy.
7.2	[sneeze] What's that irritating my nose? Ah yes Pepper.
7.3	You won't be the Infomaniac's favourite forever Pepper, mark my words.
7.4	It wasn't me, you can't prove anything, ha!
7.5	Bill Ding thinks he's so good. Any fool can make a house look good if they have matching bricks. Not like me, I've never had matching bricks.
7.6	What are you going to do, get Nick and Laura Brick to arrest me again? You're too wussy to stand up to me yourself.
7.7	Why did the Infomaniac create you Pepper? This place was much better with just me and him. You hear of ying and yang, but you don't hear of ying, yang, billy, bob, and sue too.
7.8	Hey Pepper do you know how to keep a fool in suspense... I might tell you tomorrow.
7.9	We're not one dimensional cardboard characters! We're made of plastic.
7.10	Ack, ack, take it away, Pepper is irritating my eyes again.

8	
Character	Brickster-Bots
Speech	
8.1	Beep, Beep, Beep.
8.2	Zzzzzzzt! Error.
8.3	Blippity bob, ping!
8.4	Flib flop biddy de bob.
8.5	Lib lop ziddy de dob.
8.6	Wah wah wah zoing.
8.7	Zwing dwing ping bong!
8.8	Oh, oh, one, oh, one, one, oh, he, he, he.
8.9	Ex, mex, tex, trang tea poe.
8.10	Blick, block, bleck, bluck, clack.

9	
Character	DJ
Speech	
9.1	Pepper Roni star of game and screen, its good to see you out and about on the Island.
9.2	Walking, heel boy, come here! No! Stop that! Sorry Pepper I better sort my dog out before it gets into too much mischief.
9.3	For the next hour, here on LEGO FM we have wall to wall music, while I slip out for lunch.
9.4	DJ, DJ, it's the afternoon DJ show with your host Dee Jay, and special guest Pepper Roni.
9.5	Thank you for that but I now have to switch to line three where I have another caller.
9.6	I love the tranquillity of this Island. My old home was just as pretty but occasionally the ground itself would tear, shake and rupture.
9.7	Gooooooooood Mornnnnninnnng, LEGO Island, today it is going to be hot and sunny. Perfect weather for skateboarding. Which will please Pepper who is with me now.
9.8	And now the shipping forecast. LEGO Isle, west

	backing southwest for a time, 2 perhaps 4 later. Mostly fine. Good.
9.9	Do you like music Pepper? I love music, all music. Ever since the first grasshopper rubbed its back legs against its abdomen.
9.10	You live in a house by yourself don't you Pepper? Well if you start to get lonely you should get a pet. My dog brightens up many a quiet evening for me.

10	
Character	Dr Clickitt
Speech	
10.1	Morning Pepper could I interest you in my freckle removal procedure. Better then having to wear thick yellow foundation for the movie.
10.2	I've been told to prepare for injuries to the lateral malleolus what stunts are you going to be doing?
10.3	What a busy day. I had my brother in earlier with an acute case of alopecia unfortunately it's untreatable. Lots of quacks have remedies but none are effective. Ed was trying the cow dung and honey method, very smelly and completely useless.
10.4	Pardon me Pepper you must excuse my borborygmus I guess I need to go eat.
10.5	You're looking well Pepper. Let me just check though. Say ah. Good, now cough. Excellent, you're in perfect health Pepper.
10.6	I hope you're taking plenty of polymer supplements Pepper. You don't want to suffer from plasteoporosis when you get older.
10.7	I wonder how my brother is. He seems a bit down, well more then usual.
10.8	What again! Okay I'll be right there. Sorry Pepper can't chat Lucky Luke has fallen down the stairs. I have to check how badly hurt he is.
10.9	Whatever you do don't eat cheese before going to bed you'll have nightmares.
10.10	Right do I have everything I need? Sutures? Check! Bandages? Check? Forceps? Check! Scalpel? Ouch! Okay I'm already for surgery.

11	
Character	Ed Mail
Speech	
11.1	My sack is so heavy. Why do people keep posting letters?
11.2	My brother's a doctor. I could have been a doctor but no the Island only needs one doctor. So I got to be a mail man.
11.3	Delivering pizzas, that's so easy compared to the daily grind of postal service.
11.4	My feet hurt, my back aches, and my job is dull.
11.5	Yes I do have some post for you Pepper. No I can't give it to you now I'm only allowed to deliver it to your house.
11.6	I can't wait to finish my round. Then I can go down to the lake and get in a spot of fishing. Away from the cares of the world and the nagging tongue of Margaret, what bliss.
11.7	I wonder if it's time for a coffee break. It must have been at least fifteen minutes since my last break.
11.8	I bet you look forward to Christmas. Well I end up with three times as much work as normal. And do I get any help. Of course not!
11.9	Only twelve more deliveries to make and then I'm finished for the day. Twelve deliveries too many by my reckoning.
11.10	Films are so glamorous. I bet they wouldn't do a film about a postman. He plods around all day, ringing each doorbell a couple of times to deliver a package. Nah far too boring.

12	
Character	Footballers
Speech	
12.1	Sorry Pepper we've already got a full team.
12.2	Three one, three one.
12.3	Goal disallowed, you were offside. It was offside.

	Pepper you saw he was offside. What do you mean you don't know the offside rule. Well I could tell you, oh you have to be going, bye.
12.4	Are you going to watch us when we play the LEGO City Builders team?
12.5	Have you heard LEGO City Builders are going to field 'Chopper' Harris? He's brutal, he tackles, sorry fouls, really hard. Our match is going to be painful.
12.6	Oops dropped the ball. What was the count, two hundred and thirty seven. Not bad but still a long way to go to beat the 'knee bouncing' record.
12.7	One two, Striker passes to Midfielder, Midfielder passes back to Striker. Leftback is left looking silly only Goalie to beat.
12.8	I hope we get to wear this strip for our upcoming game against LEGO City Builders. Our away strip is lime and violet, it hurts our eyes.
12.9	I don't understand why you don't play soccer Pepper. I mean when has a skateboarding competition filled a seventy five thousand seat stadium?
12.10	I don't think Ed Mail likes us very much. Well not now. It's his own fault he shouldn't have walked so slowly past the goal, just as I took a shot. He shouldn't have burst the ball.

14	
Character	Jack O'Trades
Speech	
14.1	Nope sorry Pepper we sold out two hours ago.
14.2	I have a friend who can juggle. I wish I could juggle, but then I can stand on my hands but my friend can't.
14.3	I've just had a delivery from the Amazon. I've finally got some piranha's for my aquarium. I have to be careful they could be dangerous. I know they don't eat plastic, but do they know that?
14.4	I've got a great deal for you Pepper its a, um thingy. You use it to um, get stones out of horses hooves and it can be used as, uh a tooth pick. Fantastic isn't it. Go on buy one please. I've only got two hundred

	in stock. Everyone on the Island needs to buy four. Please!
14.5	Every morning just after I get up I work out and in the evening I do yoga.
14.6	I wonder how all my old friends from the Flying Legondos are doing. It would be really nice to meet up with them again.
14.7	Saucepans buy two get one free. Lovely saucepans get them here. They have lids and handles what more do you want.
14.8	Could I interest you in some vices Pepper? Very helpful for holding your skateboard steady while you work on it.
14.9	Margaret has been badgering me. She sells tins and I sell tin openers. She says she should sell tin openers and not me. But a tin opener is hardware and I'm a hardware store. She only runs a grocery store.
14.10	Sorry Pepper the store is closed until I finish my stock taking.

15	
Character	Laura Brick
Speech	
15.1	Ten four Pepper. I love patrolling the Island keeping my eyes open for misdemeanours. Talk of the devil there's Rhoda Hogg.
15.2	Don't worry Pepper I really think the Brickster has turned over a new leaf. He's going to become a pillar of the community.
15.3	My motorcycle is broken so I'm having to patrol the Island on foot. Nubby will hopefully fix my siren and flashing light in a jiffy and I can get back on the road.
15.4	After a hard morning there is no better smell in the world then fresh coffee and hot donuts.
15.5	Rolf the vet has got me to do a census on the number of rabbits on the Island. But they keep hopping about and I lose count.
15.6	I've got a vacation coming up. I'm going to go up Space Mountain and go hand-gliding.

15.7	The Brickster told me that the word gullible has been taken out of the dictionary. And I believed him! Its not nice to tease people.
15.8	I hope you look both ways before crossing the street.
15.9	Penelope Puff is going to give me a makeover. I wonder what I will look like.
15.10	Have you done the motorcycling scene yet? I love motorbikes. You feel so free when you're riding one. Out in the elements, the wind rushing past you.

16	
Character	Liam Lense
Speech	
16.1	I don't know what I do on my holidays I don't think I've had one for years.
16.2	I wish we had found this place years ago. The quality of light here is phenomenal.
16.3	Don't get worried by Block Busters tantrums, he's so used to getting his own way he doesn't know how to handle adversity.
16.4	I've had a really pleasant afternoon with DJ. It was even work related. We were discussing the film soundtrack.
16.5	Will you look at my carnation? No. I don't think I will catch anyone out with my false flower that squirts water.
16.6	How about a handshake. What no. So I can't surprise you with my hand buzzer.
16.7	Jack O'Trades has done his homework. He has an excellent supply of lint free cloths, just right for cleaning camera lenses.
16.8	Shh, Pepper. I'm trying to record ambient sounds for dubbing into the film.
16.9	I'm just kicking back enjoying the sunshine.
16.10	You know those robots that are supposed to be helping us seem wilfully incompetent.

17	

Character	Mama Brickolini
Speech	
17.1	So what can I get you Pepper, a super supreme mega pizza with all the toppings.
17.2	Pepper it's getting cold you should be wearing a vest and a sweater.
17.3	You and Sky Lane make a lovely couple. When I see you together it reminds me of when I met Papa.
17.4	Now are you hungry? Are you sure? It will be no trouble to rustle up a bowl of pasta or something.
17.5	When did you last tidy your house and garden Pepper? There seemed to be some weeds growing in your front yard.
17.6	You will be careful while your doing all those stunts Pepper. They don't look safe and I do worry about you.
17.7	Oh sorry Pepper, I was a million miles away, composing some new music. What did you want dear?
17.8	I think Papa has a surprise planned for me. He's being all secretive.
17.9	Now are you getting all of your schoolwork done Pepper? Just because you're in a film doesn't mean you can skimp on your academic studies.
17.10	Salsa night tonight. No not the dip, dancing. I love dancing, especially salsa with Papa.

18	
Character	Margaret Patricia Post
Speech	
18.1	Pepper you really need to get a hair cut. I mean girls won't look at you if you're wandering around with a haystack on your head. Look at Sky Lane she always dresses well, and uses just the right amount of make up. She will make someone a fine wife someday but they will need to keep their hair neat.
18.2	You're looking a little peaky Pepper, have you seen Dr Clickitt. I think you should. You may think it's nothing but it is best to be certain.
18.3	My husband tells me that you've been skateboarding

	on the pavement. You should only be using the designated skate parks. I only let those skate parks get built because I thought it would keep you off the pavement.
18.4	Jack O'Trades cannot cope with a bit of honest competition. He says I'm not allowed to sell tin openers as that's hardware. Well I sell loads of tins of soup, beans, vegetables etc, etc. I just thought it would be sensible if I also sold tin openers as well.
18.5	Would you like some fresh cabbage Pepper? I have carrots and broccoli as well. You have to eat plenty of vegetables to stay healthy. You don't like vegetables! How about some fruit then. Fresh fruit and vegetables are the basis of a healthy diet.
18.6	I'm collecting signatures for a petition. It's about noise pollution on the Island. Yes it does mention the Party House. Well they are very noisy. It's just not right three young people in the same house without adult supervision.
18.7	Do you like being a stuntman Pepper? It seems a bit dangerous to me. I suppose it's a machismo thing. Well if you want to impress the ladies or one lady in particular, I find flowers, chocolates and an expensive restaurant work better. Hmm, Ed hasn't taken me out for meal in a while I had better remind him.
18.8	If you see Ed Mail tell him his dinner was getting cold, so it's now in the cat.
18.9	I will be glad when they've finished filming and the movies leave LEGO Island. It has been so noisy, I just want it to be peaceful and quiet.
18.10	I haven't visited your house yet Pepper. Just thought I would give you plenty of warning. I know what boys are like and you will need to tidy up before I come round.

19	
Character	Nancy Nubbins
Speech	
19.1	Howdy Pepper, I've been going over plans for a

	showroom with Bill Ding. Soon I will be able to sell cars.
19.2	Need some gas Pepper or have you wandered in for a gas.
19.3	Do you believe in alien abductions? I hear a giant hand comes out of the sky grabs you changes your legs, body or head and then returns you to the Island.
19.4	Seven fifty three plus eight twelve is fifteen sixty five. Sorry Pepper I'm doing the accounts at the moment. Can you come back later?
19.5	I hope someone will break down soon. I love riding to the rescue in the tow truck, yellow lights flashing.
19.6	I like listening to country and western. Lovely homely songs and easy to sing along to.
19.7	I might make the temporary race track permanent. Nick Brick says that driving violations have gone down now that Rhoda and Studz race on the track more then they race on the roads.
19.8	Cows are fantastic creatures, you get leather, suede and delicious steaks from them.
19.9	Have you thought about what sort of car you want to drive? Well when I have my showroom built you'll be able to choose from a wide selection of well-known automobiles.
19.10	You should learn a musical instrument Pepper. Its a great way to relax. Mama plays the piano, I play the guitar, we need someone on bass or drums.

20	
Character	Nick Brick
Speech	
20.1	Laura's beaten me into work again. No matter how early I get up she is always in before I am.
20.2	Affirmative Pepper another day behind a desk pushing paper.
20.3	I have been getting complaints about your skateboarding Pepper. So please skateboard at the skate parks, or in areas that are deserted.
20.4	Not only does Laura get to patrol more than me,

	when she sends in a report she always makes it seem so interesting.
20.5	Don't worry Pepper I'm keeping my eyes on the Brickster and his Brickster-Bots. If he's up to o good I will be the first to know.
20.6	Can you eat a donut without licking your lips?
20.7	Hurrah! I've got out of the office. Some traffic lights are on the blink so I get to direct traffic.
20.8	I know I shouldn't say this, but I like it better when the Brickster is about it gives my job meaning. The rest of the time we become a glorified lost and found office.
20.9	Why do stereotypical policemen eat donuts? I don't eat that many donuts, only at breakfast, elevenses, and afternoon tea.
20.10	I'm installing lots of cameras around the Island. So even though I don't get to patrol I can keep an eye on what's going on.

21	
Character	Nubby Stevens
Speech	
21.1	Why is it when you've lost something you always find it in the last place you look.
21.2	You made me jump Pepper, the last time that happened I hit my thumb with a hammer.
21.3	
21.4	
21.5	
21.6	
21.7	
21.8	
21.9	
21.10	

22	
Character	Papa Brickolini
Speech	

22.1	How is my boy? I've been thinking of dessert pizzas. Do you think a quadra chocolate pizza will catch on.
22.2	This is hot work. I wish I had opened an ice cream parlour I wouldn't get so sweaty.
22.3	
22.4	
22.5	
22.6	
22.7	
22.8	
22.9	
22.10	

23	
Character	Patient (Lucky Luke)
Speech	
23.1	[big sneeze] Sorry Pepper I hab a cold.
23.2	Ow, ow, ow why do they call it the funny bone. Clonking it isn't funny, it's painful. They should call it the painful bone.
23.3	Don't come near me I might have something contagious, or you might. Eeek keep away.
23.4	Actually, I feel fine today. That means I'm going to have an accident later.
23.5	Daytime television has improved so much. Soaps are more interesting then the test card.
23.6	
23.7	
23.8	
23.9	
23.10	

24	
Character	Penelope Puff
Speech	
24.1	You know Pepper make up isn't just for girls nowadays.

24.2	You should look after your appearance more Pepper. See how all that skateboarding has mussed your hair.
24.3	
24.4	
24.5	
24.6	
24.7	
24.8	
24.9	
24.10	

26	
Character	Pete Bog
Speech	
26.1	Where's it gone I had sub-form LM34/n here a moment ago, I can't requisition a pen without it.
26.2	Return and Enter are lost again, I better get into the helicopter and find them.
26.3	Seven across monster enthusiast five letters. You don't know either. I shall have to wait until tomorrow to find out the answer.
26.4	Forms, my entire life is forms. Good job I love administration.
26.5	
26.6	
26.7	
26.8	
26.9	
26.10	

27	
Character	Phil Film
Speech	
27.1	Careful Pepper, the boulders here I've made out of polystyrene so they're easily damaged. I just have to work out which are real and which are pretend.

27.2	Hmm, I wonder if Liam has found the slug I put in his shoe yet?
27.3	
27.4	
27.5	
27.6	
27.7	
27.8	
27.9	
27.10	

28	
Character	Photographer (Polar Oyde)
Speech	
28.1	Say cheese. Lovely.
28.2	Must get some photos of you skateboarding, need some dynamic action shots for my portfolio.
28.3	
28.4	
28.5	
28.6	
28.7	
28.8	
28.9	
28.10	

29	
Character	Red Greenbase
Speech	
29.1	The problem with gardening is you spend so much time digging. Hey you've a good strong back. Oh you're busy, ho hum.
29.2	I wonder if I should wear red trousers and a green top. I would have to change my name to Green Redbase though.
29.3	My legs hurt. It might have been gardening but I did dance the night away so it might be that.

29.4	Don't invite Brickster-Bots to a party. They may dance well but they leave oil stains on the carpet.
29.5	
29.6	
29.7	
29.8	
29.9	
29.10	

30	
Character	Return and Enter
Speech	
30.1.1 Return	We're...
30.1.2 Enter	Lost...
30.1.3 Return	We don't know where...
30.1.4 Enter	We are or where...
30.1.5 Return	We're supposed to be.
30.2.1 Enter	It's my turn to drive.
30.2.2 Return	You always drive, I want to drive.
30.2.3 Enter	But you don't have a licence.
30.2.4 Return	Yes I do.
30.2.5 Enter	Hey that's mine.
30.2.6 Return	But we look the same who will know the difference.
30.3	
30.4	
30.5	
30.6	
30.7	
30.8	
30.9	
30.10	

31	
Character	Rhoda Hogg
Speech	
31.1	I have so many bills too pay. Speeding in a built up area. Speeding in an open area, and a parking

	violation. I don't think Nick likes me very much.
31.2	I'm just waiting for Nubby to fix my car. I've got a supercharging kit and I want it fitted.
31.3	
31.4	
31.5	
31.6	
31.7	
31.8	
31.9	
31.10	

32	
Character	Rolf the Vet
Speech	
32.1	What a lovely day, all the animals are healthy. So I'm off to the beach for a spot of painting.
32.2	G'day Pepper. I think I shall have a barbie this avo.
32.3	
32.4	
32.5	
32.6	
32.7	
32.8	
32.9	
32.10	

33	
Character	Security Guard
Speech	
33.1	What are you doing here? Oh its you that's okay then carry on.
33.2	If I wear my sunglasses I can't see but I look cool. If I don't wear them I look silly but I can see.
33.3	
33.4	
33.5	

33.6	
33.7	
33.8	
33.9	
33.10	

34	
Character	Self Morphing Plant
Speech	
34.1	Aaaah. Sunlight on leaves and fresh compost under roots, bliss. I just need some bees, mmmmmm!
34.2	You think your so advanced being able to walk around, but I bet you can't feed yourself on sunlight like I do.
34.3	
34.4	
34.5	
34.6	
34.7	
34.8	
34.9	
34.10	

35	
Character	Sky Lane
Speech	
35.1	Oh no I've just got the latest Innovations catalogue. Too many gadgets not enough money.
35.2	Look at this watch Pepper, it can tell me the time in seventeen countries. I just wish one of them was LEGO Island.
35.3	
35.4	
35.5	
35.6	
35.7	
35.8	

35.9	
35.10	

36	
Character	Snap Lockitt
Speech	
36.1	Oh man look at that surf. Gotta go.
36.2	Getting a tan requires so much work. Zzzzzzz.
36.3	
36.4	
36.5	
36.6	
36.7	
36.8	
36.9	
36.10	

37	
Character	Studz Linking
Speech	
37.1	I should be doing the driving stunts for Cool Movie. I am the best driver on the Island. Aha they probably couldn't afford me.
37.2	Your skateboard doesn't have an engine what's the point in talking to you.
37.3	
37.4	
37.5	
37.6	
37.7	
37.8	
37.9	
37.10	

38	

Character	Super Stationmaster
Speech	
38.1	Yes the trains are running on time, as long as I am here they will always be on time.
38.2	It's so nice to talk to people and understand what they are saying. In Loco Land they speak gibberish, very hard to learn.
38.3	
38.4	
38.5	
38.6	
38.7	
38.8	
38.9	
38.10	

39	
Character	Technician Bob
Speech	
39.1	Is your palm pilot working okay, no weird glitches or electric shocks? Excellent now that's a surprise, one of my inventions works first time.
39.2	Do you ever watch the night sky Pepper? The stars and planets are beautiful, but cannot compare to a ring nebula.
39.3	
39.4	
39.5	
39.6	
39.7	
39.8	
39.9	
39.10	

40	
Character	Valerie Stubbins
Speech	

40.1	Get out of the water! GET OUT OF THE WATER! Don't worry Pepper I'm practising lines for a shark film.
40.2	One of my cousins has a statue of her sitting on a rock in Copenhagen harbour.
40.3	
40.4	
40.5	
40.6	
40.7	
40.8	
40.9	
40.10	

Lego Island Sub-Quests

No.6 Lake Freedom

Name	Lake Freedom
Story	The Lake Freedom game is set on the way to Lego Studios from the Pizzeria. Pepper is going to the studio to deliver a pizza. He does a jump into the lake area expecting to be able to jump straight out again but can't. Instead he meets Bony Hawks down by the Lake who teaches him to Jump using the skateboard. Pepper jumps out of the lake area and lands in Lego Studios.
Cut-scene	*Camera: Normal conversation mode* *Scene: Lake area between Lego studios and pizzeria.*

	Pepper jumps into the lake area and finds himself with Bony Hawks. Bony is standing near a skateboard ramp. Pepper: Hi Bony…what's going on skate mate? Bony Hawks: I'm just trying out some new moves Pepper, I have been doing some stunt jumps on this skateboard ramp. Wanna see! Pepper: Sure! I love learning new tricks! Bony Hawks: Ok watch this. Bony goes up to ramp and during the final stages of the run up he says. Bony Hawks: When you are on the ramp, press the jump button and you will jump right out of here! Bony Hawks makes a jump off the ramp but stays within the lake area. Pepper is now under the control of the player who will jump out of the lake area.
Story	If Pepper goes to talk to Bony Hawks again he will show Pepper the move again.
Cut-scene	Bony Hawks: I'll just show you that move again Pepper. Just press the jump button when you are on the ramp Pepper. Bony Hawks then shows Pepper the move. When Bony has completed the jump he stands near to the ramp.
Player Rewards	The player is rewarded by learning to jump using the skateboard.
How to activate sub-quest	The sub-quest is automatically activated by the previous cut-scene
Clue to Quest	There is no clue to the quest as it starts automatically.

Items or skills needed	Pepper will need to jump using the skateboard.
Game Mechanics	The player will have to make a jump while on the skateboard ramp to exit the Lake area.
Walkthrough	1. Pepper lands in the lake area 2. Pepper talks to Bony Hawks 3. Bony Hawks explains how to jump using the skateboard 4. Pepper jumps out of the lake area into Lego Studios

No.12 Script Swap

The Delivery Games

There are five delivery games: script swap, mail madness, crazy pizza, shopping panic and pizza machine. These 5 games all function the same way and will be based on speed. Script Swap will introduce the concept and the other games will escalate in terms of difficulty. The player will have less and less time to complete each delivery, the player will have more vehicles to choose from to complete each delivery and the player will find the destinations in more difficult and complicated positions as the game progresses. The guidance system for the player will be identical for each game.

The five delivery games will be weighted to involve different vehicles.

Script Swap will only be playable on foot and by car. It is locked before any other vehicle becomes available.

Crazy Pizza will be designed predominantly for cars and stunt bike.

Mail Madness will be designed with the additional consideration of boats.

Shopper Panic will be designed with the additional consideration of aircraft.

Pizza Machine

All destinations will be shown with a particle effect so that Pepper can quickly pass through it. It will be frustrating for the player to have to disembark from vehicles to deliver something to an actual character. The purpose of the delivery game is to improve on the speed of the deliveries and nothing should inhibit that.

Name:	Script Swap
Story:	The Script Swap game is set on the way to the Hotel film scene. Block Buster has to get all of the Cool Movie scripts out to the actors and technicians working on the film. Ed-mail is snowed under with fan mail and can't deliver the scripts so Ed-Mail asks Pepper to deliver them. Pepper is on his way to the Hotel film scene when he sees Ed-mail struggling with a bag of packages/envelopes. Once Ed-Mail has explained what he wants Pepper to do there is a countdown and then the first name appears on the HUD with an arrow or the infomaniac showing the direction. Script Swap is intended to introduce the player to the idea of delivering things so the player is given plenty of time for each delivery. Script Swap is available at the time of the Hotel film scene and will not be available at the start of Car Chase so the player has a limited amount of time to do the quest. If Script Swap is not finished by the start of Car Chase the Script Swap sub-quest is closed and the player is granted access straight to Skate Challenge. **Note: Script Swap is a voluntary quest. Pepper does not have to complete it to play the game. It will be stressed that Pepper *can* do the quest rather than he must do it. It has to be assumed that Ed-**

	Mail will deliver the scripts if Pepper doesn't. It will also have to be stressed that these scripts are just general scripts, not the scripts required for the next scene. **Note: The scripts must be delivered in a set sequential order. The player cannot be allowed to choose the order of delivery.** **Note: If Pepper fails to deliver all the scripts he is automatically returned to Ed Mail by the harbour and if he wants another go he will have to go through a shorter version of the cut scene again.**
Start Cutscene	*Camera: Normal conversation mode* *Scene: Road leading to harbour or else the harbour itself* Pepper will see Ed-Mail near the harbour struggling with a big bag of packasges. Pepper and Ed-Mails conversation in which Ed-Mail tells Pepper that he needs help delivering the mail. Pepper is given instructions about the game and told to return to the harbour when he has finished. At this point the Hotel scene will begin. Pepper: Hi Ed, that's a big pile of letters you've got there. Ed-Mail: (puff, pant) Hiya Pepper (gasp), these here packages ain't letters they're scripts for the film stars! Pepper: I will give you a hand, (at this point Pepper detaches his hand and gives it to Ed-Mail) Ed-Mail: Very funny Pepper. Pepper: No really (replaces hand), I will help you deliver them.

	Ed-Mail: That would be great if you could Pepper. At this point Pepper will reach for the bag and all the scripts will fly out and go into his rucksack. Ed-Mail: Be quick Pepper or heads will roll (at this point Ed-Mail pulls off his head and rolls it across the floor) Both Pepper and Ed-Mail are laughing at this. Ed-Mail: Just follow the arrow and pass through the magic blue letter lights (particle effects). Ed-Mail: Come back here when you are finished Pepper and tell me how you got on. Pepper: Will do. Bye Ed. The HUD and a countdown appears on the screen. At the end of the countdown the HUD shows the first destination and the arrow appears showing the way.
Story	Pepper delivers the letters to the right addresses. His journeys are timed and he scores points for each delivery.
Story	Pepper returns to the harbour for the Hotel scene and is thanked by Ed-mail Pepper will have to talk to Ed-Mail at the end of the Quest to end the Quest. Ed-Mail: Well done Pepper was everything OK. Pepper: Sure, no problem.
Story	In the event of Pepper failing i.e. being timed out. He is magically returned to Ed-Mail. Who will ask him if he wants another go. The script is very short in case it is repeated several times.
Cut Scene	Ed-Mail: Welcome back Pepper, if you want another

	go just press (---). The player has control of Pepper and can try again or do something else. Note: Script Swap is the only delivery sub-quest that is non-repeatable. It is locked out if not completed once Car Chase has started. Once completed, Script Swap can't be repeated.
Player Rewards	Pepper is rewarded with a score every time he delivers a letter. The reward will be dependent on the time. The time will be what the player can aim for.
How to activate sub-quest	The sub-quest is activated when Pepper talks to Ed-Mail at the studio.
Clue to Quest	The clue to the quest will be Ed-Mail standing in the street in a pile of film scripts.
Items or skills needed	Pepper will only need to walk to do this sub-quest. He can use his skateboard too if he wants to.
Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the name of the next recipient. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play.
Walkthrough	5. Pepper meets Ed-Mail in the street 6. Ed-Mail explains the quest 7. Pepper delivers the scripts 8. Pepper returns to Ed-Mail once he has delivered all the scripts.

No.13 Gust of Wind

Sub Quest Title	A Gust of Wind
Sub Quest #	
Story	Poor Papa Brickolini has had his chef's hat blown off by a strong gust of wind. It has landed near a tree over the other side of the island. Papa is convinced that his hat gave him that special magic which made his pizza's taste so nice. Pepper our young hero is only too glad to help him find the hat.
How to Activate	Sub quest is activated when Pepper talks to Papa
Clue to Quest	Papa is not wearing his hat
Clues in Quest	If Pepper talks to islanders near the hat location they will point it out and ask Pepper if he know what it is.
Items or Skills needed	Double Jump

Start Cutscene	Pepper talks to Papa Brickolini
	CAMERA: Starts as normal conversation. **Pepper**: Hey Papa, you look different, had a hair cut? **Papa Brickolini**: Ohh no Pepper, not a hair cut! Its my…. *Pepper cuts in.* **Pepper**: Your uniform? **Papa Brickolini**: No Pepper it's…. **Pepper**: Sun tan? **Papa Brickolini**: No Pepper it's my hat!

	Pepper: Ohhh yea now I see. Looks cool Papa Dude. **Papa Brickolini:** Its not cool Pepper, my hat blew away yesterday and since then my Pizzas haven't tasted right. **Pepper**: Bad tasting pizzas! That's terrible Papa, we got to get your hat back. Life just won't be the same without great tasting pizza. **Papa Brickolini:** I know Pepper it is terrible and I really wanted to cook the greatest pizza for Block Buster. You know I've always wanted to be a film star? **Pepper**: We'll have to get you your hat back before you become a film star like me. Where did it blow off? **Papa Brickolini**: I'm not really sure Pepper, I just remember…. *CAMERA: Cuts to a flash back of Papa Brickolini making a pizza* (Humming a tune) **Papa Brickolini**: Hmmm hmmm hmmm make-a-di-pizza hmm hmm *CAMERA: Pulls back revealing two Brickster Bots in the background with a large wind machine (Film Prop). One of them points to Papa Brickolini and the other nods his head.* *They switch the machine on, which generates a big gust of wind.* *CAMERA: Follows the gust of wind to Papa Brickolini. The wind reaches Papa Brickolini and blows his hat off, carrying it off into the air.* **Papa Brickolini**: Ohh no-a its-a my hat! *CAMERA: Follows the hat off into the distance where it can be seen landing near a tree (It's still quite difficult to work out which tree, but the general direction is given).*

	CAMERA: Cuts back to Papa Brickolini and Pepper **Papa Brickolini**: And that's-a the last time I saw my beautiful chefs hat. **Pepper**: Don't worry Papa, I'll get your hat back **Papa Brickolini**: Thank-you Pepper my boy, if you bring me my hat back, I will bake you a most beautiful Pizza **Pepper:** With pepperoni? **Papa Brickolini**: The finest! **Pepper**: I'm on it Papa dude, that hat will be back before you can say mozzarella. Cutscene End

Failure Cutscene	Pepper can't find the hat. Pepper will get instructions from the Infomaniac about the location of the hat. If Pepper returns to Papa without the Hat.
	Papa Brickolini: Hiya Pepper, youa good boy, keepa looking ina da trees for Papa!
Hat Cutscene	Pepper collects the hat
	CAMERA: Pans around Pepper as he picks up the hat and places it in his back pack (or wears it?). **Pepper**: Alright, it's pizza time! End cutscene

End Cutscene	Pepper give Papa Brickolini his hat

	CAMERA: Follows Pepper as he approaches Papa Brickolini. **Pepper**: Hey Papa Dude, get that pizza baking! *Pepper gives Papa Brickolini the hat.* **Papa Brickolini**: Ohh Pepper, you found my hat, this is wonderful. Wait till I tell Mama, she will be so happy. I've been trying out new recipes for pizza, Mama has been testing them for me, but they just weren't the same. **Pepper**: Your Pizza's will taste great again Papa and I'll have the first one. **Papa Brickolini**: You sure will my boy, double, no triple cheese and pepperoni. Cutscene End

No.14 Pizza Machine

Name:	Pizza Machine
Story:	Technician Bob has invented a machine to deliver pizzas around Lego Island because Pepper is busy making cool movie and unable to deliver pizzas. Unfortunately instead of delivering the pizzas the machine has scattered the pizzas around the island. The pizzas will be easy to see but difficult to get to. Pepper will have to finish the deliveries himself. He will have to get a pizza and then take it to the person who ordered it, all against the clock. Technician Bob will be very mechanically minded and very logical.

Start Cutscene	*Camera: Normal conversation mode* *Scene: Outside Technician Bobs workshop* Pepper will talk to Technician Bob who will tell Pepper about the machine and how it works and how it has gone wrong. He will tell Pepper to go out and look for the Pizzas scattered around the Island. Technician Bob: (looking very animated and worried). Oh Pepper, it is very good to see you. In fact I can say that I am extremely happy to see you. Pepper: Hiya Bob you don't look very happy. Technician Bob: How very observant of you. I am in fact very worried which is why I am walking up and down and throwing my arms in the air! Pepper: Can I help you Bob? Technician Bob: I can think of no other person more qualified than you to help in this sudden and immediate crisis! Pepper: What has happened Bob!? Technician Bob: A veritable disaster Pepper, I might even say a calamity. Pepper: A calamity Bob? Sounds serious. Technician Bob: Indeed Pepper…I think you could safely describe an exploding Pizza delivery machine as serious. Hmmm…yes indeed! Pepper: What? Technician Bob: The correct question at this point is not what? Pepper, but where? Where have all the Pizzas gone? That is the correct question…hmmm.

	Pepper: Where have all the Pizzas gone? (Pepper asks this question but he is questioning its meaning rather than asking the question itself). Technician Bob: Precisely Pepper, where have (extra emphasis on the word have) all the pizzas gone! The Pizzas have been fired all over the Island and I need you to find them and deliver them! The only question is…are you game? Pepper: You bet ya. Technician Bob: Just what I wanted to hear Pepper… the correct words and most definitely in the right order. First you will need to search the Island for the machine. Once you have found it you will have to find all the pizzas and then deliver them. Is that understood Pepper…time is of the essence? Pepper: I am on the case Bob. Don't worry I will sort this out. Technician Bob: Well done Pepper…good luck and good hunting, oh and remember to come back when you have finished. Pepper: See ya later Bob. The HUD and a countdown appears on the screen. At the end of the countdown the HUD shows the first destination and the arrow appears showing the way.
Story	Pepper fails or stops delivering the pizzas. Pepper will get information from the infomaniac about delivering the pizzas but after a given amount of time if Pepper has not delivered a pizza he fails the game. If Pepper fails then the game is reset and Pepper sees the introductory cut scene. If Pepper returns to see Technician Bob during the game:
Start Cutscene	Technician Bob: Hello Pepper, time is off the essence,

	if you need help the Infomaniac is always close by.
Story	Pepper finds and delivers the pizzas
Start Cutscene	Pepper returns Technician Bob at the end of the delivery. Technician Bob: Welcome back Pepper…judging by your return I would hazard that you have found and delivered all the pizzas. Are my deductions correct Pepper. Pepper: That is affirmative Bob. Crisis over. Problem solved. Technician Bob: Bravo! Bravo! Pepper. Congratulations are not only in order but are well deserved. Pepper: Thanks a lot Bob. Technician Bob: Not at all Pepper you are the man…ahum (coughs) I mean boy of the moment. You must come back and see me soon I am sure this will happen again. I think there is some problem with the rotary winkle modulator. Pepper: If you say so Bob…see you later. Technician Bob: Goodbye Pepper and thanks.
Player Rewards	Pepper is rewarded with a score every time he delivers a pizza. The reward will be dependent on the time. The time will be what the player can aim for.
How to activate sub-quest	The sub-quest is activated when Pepper talks to Technician Bob
Clue to Quest	Pizzas dropping out of the sky. Papa Brickolini will tell Pepper about Technician Bob's machine and how it has backfired.

Items or skills needed	This sub-quest will be open for the entire game. The player can therefore play the game with any vehicles they want to. To develop the game structure this game will predominately involve cars, the motorbike, boats and aircraft. The intention will be that the game can be extended by the discovery of the tri-gizmo. The game will be initialised occasionally and pizza will be shot out all over the Island.
Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the next recipient. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play.
Walkthrough	9. Pepper talks to Technician Bob 10. Find first Pizza 11. Deliver first Pizza 12. … 13. Find final pizza 14. Deliver final pizza 15. Return to Technician Bob and tell him you have delivered all the pizzas.

No.17 Driving/Car Licence

Name:	Driving Licence

Story:	The filming at the Hotel has taken place and the Car Chase is the next Sub-game. The director Block Buster tells Pepper that he won't be able to chase the Brickster in the Car Chase game unless he has a Driving Licence.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Outside the Garage* Pepper has arrived at the Garage expecting to start filming the Car Chase. In the background to the following conversations there are the two cars being made ready for the Car Chase, the Brickster's beach buggy and Pepper's Ferrari. There is also the Orange truck, and the scene gives the appearance that Pepper's Ferrari has been wheeled off it. There are a couple of people milling around the two cars, so it looks as if the people are getting them ready to race. One is walking around with a tin pale on one foot and keeps clanking. The other is holding an oil can which is dripping out where he is standing and occassionally he slips over in the oil. Block Buster speaks to Pepper through the megaphone which is really load. Block Buster: Gee Pepper…good to see ya. Pepper is thrown to the ground as though Block Busters voice has done it. Block Buster: Hey…sorry about that Pepper. Pepper stands up and Block Buster removes the megaphone from his mouth. Pepper: Its OK Buster. I'm ready for the Car Chase. Block Buster: Gee that's great, I just have to see your

	Driving Licence and then off we go. Pepper: Driving Licence? I don't have a driving licence. Block Buster: What!!!!!!!!!! Camera closes in on Block Busters face to show his shocked face. Suddenly Block Buster's legs fail him and he falls backwards as if he has been totally stunned. He falls to the ground backwards and looks as if he is in total shock. Pepper: Oh no! Block Buster are you OK? Block Buster mumbles and gradually stands up again. Block Buster: Gee sorry kid, for a minute I thought you said you didn't have a Driving Licence. Pepper: (calmly) But I don't have a Driving Licence. Block Buster: What!!!!!!!!!! Block Buster looks towards the two other people working on the cars and exclaims; Block Buster: The kid doesn't have a Driving Licence!!!!!!!! The two other characters look at each other and simultaneosly exclaim! Two characters: What!!!!!!!!!!!!! Then the two characters and Block Buster all fall gradually backwards as if totally stunned. All three characters gradually pick themselves up. Block Buster: Well kid we better get you a Driving

	Licence fast! I saw a guy in black, he looked like a good driver. I think if you find the man in black you will get your licence. Pepper: Thanks, I sure would love to drive and catch that Brickster in the next shoot.
Story	If Pepper returns to Block Buster
Start Cutscene	*Camera: Normal conversation mode* Block Buster: Gee Pepper…its great to see ya. You ready to start shooting, let me take a look at your Driving Licence. Pepper: Oh…I don't have that yet. Block Buster: Oh that's fine you just keep looking for the man in black. You come back now ya hear! Pepper: See ya.
Story	Pepper goes to the Police Station
Start Cutscene	*Camera: Normal conversation mode.* Pepper: Hi there Nick. Nick Brick: Hi there Pepper Pepper: Can you help me? Nick Brick: I'll do whatever I can Pepper Pepper: Well can you teach me to drive? Nick Brick: Can I teach you to drive? At this point Nick the Brick starts running around Pepper and making car noises. He is pretending to be a car. He makes screeching noises when he stops and brmmm brmmm noises with his lips as he runs round pepper. He brakes in front of Pepper with a screech.

	Nick Brick: You have come to the right place Pepper, you name it and I can drive it. Pepper: Ok then…truck! Nick Brick is conciliatory here as he is feeling stupid. Nick Brick: Oh…well apart from a truck! Pepper: Ok then…pick-up! Nick Brick: Errr…well I never really got on with pick-ups…why don't you say Car. Pepper: Car? Nick is full of himself here and starts striding around reasserting himself after looking stupid. Nick Brick: Now your talking Pepper, when it comes to cars Nick knows best. If you can follow me correctly Pepper you will earn your Driving Licence. Let's see how you get on. Pepper: Great. I can't wait to drive.
Story	Pepper either fails or succeeds the Driving Test The route is circular so it begins and ends at the Police Station. The test is around a few blocks with both left and right turns. Nick Brick instructs Pepper throughout about the controls. (see Game Mechanics Below) If Pepper fails.
Start Cutscene	*Camera: Normal conversation mode* Scene is outside the Police Station. Nick Brick and Pepper are both taken out of their cars and the conversation commences on the pavement.

	Nick Brick: Hard Luck Pepper. That was great driving but not quite good enough for you to pass your test! You can try again whenever you want.
Story	If Pepper succeeds NOTE: Nick Brick tells Pepper about the Driving Challenge. He tells Pepper where to go for the Challenge but not what it involves. This will create more curiosity about the Challenge.
Start Cutscene	*Camera: Normal conversation mode* Scene is outside the Police Station. Nick Brick and Pepper are both sitting in their cars. Nick Brick: Well done Pepper! That was the best driving I have ever seen. Nick Brick: Throws the license to Pepper who catches it. Now then tell me why you want a Driving License? Pepper: (calmly) I am going to smash into the Brickster's car in a high speed car chase. Nick Brick: You are going to do what!!!??????!!!!!1 Pepper: I am going to smash up a couple of cars. Nick Brick: Are you going to do it like this? Nick Brick crashes his car into the front of the Police Station. Nick Brick: Or are you going to do it like this? Nick Brick drives backwards and crashes into another obstacle. This time the entire car explodes on impact, Nick Brick is thrown in the air with bits of car which rain down around him. Nick has birds flying round his head to show that he is daised.

	Pepper gets out of his car. Pepper: Yes that's it, just like that. Nick Brick: Well you be careful and remember it's a film. Pepper: Thanks Nick I won't forget. Nick Brick Stands up. Nick Brick: Now you have your Driving Licence you can go and Challenge Rhodda Hog to a race whenever you like. But look out Pepper she's fast. I have never beaten her. Bye Pepper Pepper: Bye Nick
Background	At this point Pepper is free to Drive any available vehicle and he has the option to get back in the car and drive back to the Garage and talk to Block Buster.
Start Cutscene	*Camera: Normal conversation mode.* Scene: Garage Pepper walks up to Block Buster and puts his cap over the megaphone. Block Buster: Hey kid great to see ya back. Got your licence? Block Buster shouts as usual but is thrown backwards by his own voice reflecting back off Peppers hat. Block Buster lands in a heap a few yards away. Pepper: Yes here it is. Block Buster gets up and walks over to Pepper. Block Buster: Gee that's great Kid, we're ready to start filming now.

	Pepper: Great: Sub-game commences at this point.
Player Rewards	The player is rewarded for getting the Driving Licence directly by seeing the comedy animation of Nick Brick smashing up his own car. He is also rewarded by being able to do the Car Chase sub-game.
How to activate sub-quest	The sub-quest is activated by Pepper going to the garage and conversing with Block Buster the film director.
Clue to Quest	The quest does not have a clue, Block Buster tells Pepper what he needs (the Driving Licence) and how to get it. The quest is therefore self-contained.
Items or skills needed	Peppers driving skill
Game Mechanics	The driving test itself takes approximately a minute. The course will be L shaped starting outside the Police Station. The course will involve 4 left turns and two right turns. It will involve stopping and starting at junctions and there will be a traffic light to stop at. There will also be a zebra crossing so that the player can stop to allow someone else to cross. While the character is crossing the road, super station master flys past and spins the man round. He gets confused and wanders back the way he came then falls on the ground.
Walkthrough	16. Pepper goes to the Garage for the next scene 17. Block Buster tells Pepper he needs a Driving Licence 18. Pepper finds the man in black (Nick Brick) 19. Pepper takes the Driving Test 20. Pepper succeeds Driving Test and gets licence. 21. Pepper returns to garage and can now do Car Chase sub-game.

No.20 Skate Challenge

Skate Challenge 1

Sub Quest Title	Skate Challenge #1
Sub Quest #	
Story	Bony Hawks is skating around his usual spot on Lego Island, performing tricks and manoeuvres to an awe-inspired group of onlookers. He is one of the islands resident skate dudes, and so far he has only been beat by the great Animal Chin, the very guy who invented skateboarding. Bony Hawks is ready to teach Pepper his next range of skate boarding skills and tricks. Pepper must follow Bony's lead around a short course on Lego Island. Bony will show off the new tricks that are being introduced to Pepper throughout the course. Pepper's aim for the event is to keep a close distance from Bony, while mimicking his every move. When Bony jumps over a fence, Pepper must follow. The same for the route, if Bony slaloms down the pavement, Pepper must follow suite. If Pepper falls too far back from Bony or he misses a trick, he will fail the event and have to restart from the beginning. Which isn't too bad as it is only a short course.
How to Activate	Talk to Bony Hawks
Clue to Quest	Bony's performing in his usual spot, which attracts Pepper over to speak to him
Items or Skills needed	
Reward	Jump move on skate board

Start Cutscene	When Pepper first talks to Bony Hawks
	CAMERA: Starts as normal conversation

	Pepper: Whoa Bony Dude, out making some crazy tricks. **Bony Hawks**: As always Pepper, I'm keeping up the skills *Bony Hawks flips up his board and catches it into his hand.* **Bony Hawks**: Say Pepper how about learning some new skills. *Accept* **Pepper**: Really…Now **Bony Hawks**: Sure why not. How about you follow me on a short course around Lego Island. I'll teach you how to jump with your board. **Pepper**: Cool Bony man, that sounds excellent **Bony Hawks**: Ok, when I set off, stick close and copy my jumps. Watch out cause were gonna take on some obstacles. **Pepper**: I'm ready to burn Bony Sir. *Decline* **Pepper**: Not now Bony Dude. Cutscene End
Fail Cutscene	If Pepper falls too far back by not skating quick enough or hits too many obstacles
	Picture fades to black *Pepper and Bony Hawks stand back at the start of the course* *Pepper shakes his head and Bony comforts him by patting his shoulder*

	End Cutscene *The player has a chance to retry*

End Cutscene	When Pepper wins
	CAMERA: Pepper skates toward the camera As Pepper skids just in front of the camera, throwing his arm up in the air. **Pepper**: Who-hooo! CAMERA: Cuts to a normal conversation. **Bony Hawks**: You were rad Pepper. Say, if you want to learn anymore moves be sure to come round. **Pepper**: Thanks Bony Man End Cutscene

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Bony Hawks and Pepper appear in their start position, ready to take on the challenge. **Start** The player receives a 3,2,1 count in before setting off. Bony Hawks begins to skate forward, easing Pepper into the game will some simple straight runs. As Bony skates, he leaves a light particle stream behind him, to give Pepper a guideline through the course. **Failing** The course is failed when Pepper has performed too

	many mistakes (Anything that slows Pepper down, and looses sight of Bony hawks): Going too slow Hitting too many obstacles Failing to perform tricks. **Finishing** The course is complete when Bony Hawks stops his skating. He will end on a nice slide, which Pepper will mimic in the short ending cutscene.
Walk Through	1) Talk to Bony hawks 2) Accept the skate challenge 3) Follow the course, mimicking Bony's movement and tricks. If Pepper fails the tricks at any point he will have to restart the sub quest.

Skate Challenge 2

Sub Quest Title	Skate Challenge #2
Sub Quest #	
Story	Bony Hawks is skating around his usual spot on Lego Island, performing tricks and manoeuvres to an awe-inspired group of onlookers. He is one of the islands resident skate dudes, and so far he has only been beat by the great Animal Chin, the very guy who invented skateboarding. Bony Hawks is ready to teach Pepper his next range of skate boarding skills and tricks. Pepper must follow Bony's lead around a medium course on Lego Island. Bony will show off the new tricks that are being introduced to Pepper through out the course. Pepper's aim for the event is to keep a close distance from Bony, while mimicking his every move. When Bony jumps over a fence, Pepper must follow. The same for the route, if Bony slaloms down the pavement,

	Pepper must follow suite. If Pepper falls to far back from Bony or he misses a trick, he will fail the event and have to restart from the beginning.
How to Activate	Talk to Bony Hawks
Clue to Quest	Bony's performing in his usual spot, which attracts Pepper over to speak to him
Items or Skills needed	Skate Challenge #1 (Jump move)
Reward	180 Jump and grind move on skate board

Start Cutscene	When Pepper first talks to Bony Hawks
	CAMERA: Starts as normal conversation **Pepper**: Hey Bony man, I'm back for more tricks. **Bony Hawks**: So your ready for the 180 Jump *Accept* **Pepper**: Sounds good, and I'm always ready! **Bony Hawks**: Okay, well put you to the test this time Pepper. I'm gonna teach you the 180 Jump and the grind! **Pepper**: Grind, whoa sound cool. **Bony Hawks**: Sure is Pepper. A grind is where you land on a fence or rail and slide your board down, until you jump off. Grinds are great and there are some cool places to do them on Lego Island. **Pepper**: I'm ready to burn Bony Sir. *Decline* **Pepper**: Not now Bony Dude.

	Cutscene End

Fail Cutscene	If Pepper falls too far back by not skating quick enough or hits too many obstacles
	Picture fades to black *Pepper and Bony Hawks stand back at the start of the course* *Pepper shakes his head and Bony comforts him by patting his shoulder* End Cutscene *The player has a chance to retry*

End Cutscene	When Pepper wins
	CAMERA: Pepper skates toward the camera As Pepper skids just in front of the camera, throwing his arm up in the air. **Pepper**: Who-hooo! CAMERA: Cuts to a normal conversation. **Bony Hawks**: You grind with the best Pepper dude. **Pepper**: Thanks Bony Man End Cutscene

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Bony Hawks and Pepper appear in their start position, ready to take on the challenge. **Start**

	The player receives a 3,2,1 count in before setting off. Bony Hawks begins to skate forward, easing Pepper into the game will some simple straight runs. As Bony skates, he leaves a light particle stream behind him, to give Pepper a guideline through the course. **Failing** The course is failed when Pepper has performed too many mistakes (Anything that slows Pepper down, and looses sight of Bony hawks): Going too slow Hitting too many obstacles Failing to perform tricks. **Finishing** The course is complete when Bony Hawks stops his skating. He will end on a nice slide, which Pepper will mimic in the short ending cutscene.

Walk Through	4) Talk to Bony hawks 5) Accept the skate challenge 6) Follow the course, mimicking Bony's movement and tricks. If Pepper fails the tricks at any point he will have to restart the sub quest.

Skate Challenge 3

Sub Quest Title	Skate Challenge #3
Sub Quest #	
Story	Animal Chin has been watching Pepper complete Bony Hawks challenges. Has decided that it is time for Pepper to take the ultimate challenge, against him.

	Pepper must follow Animal's lead around a long course on Lego Island. Animal will show off a new range of tricks to Pepper through out the course. Now Pepper must harness all of his previous skills, while learning the new ones introduced by Animal Chin. Failing the course at any point will mean having to restart from the beginning.
How to Activate	Talk to Animal Chin
Clue to Quest	Animal Chin is standing cool at the edge of the skate area, watching Bony hawks show off his skills.
Items or Skills needed	Skate Challenge #1 (Jump move), Skate challenge #2 (180 Jump and Grind)
Reward	Double Jump and 360 move on skate board

Start Cutscene	When Pepper first talks to Animal Chiin
	CAMERA: Starts as normal conversation **Animal Chin**: Pepper. I've been checking out your skills. No the bad little skater, I'm impressed by your style. **Pepper**: Whoa Animal dude, thanks. **Animal Chin**: Think your ready to take your final lesson? I'll warn you Pepper, the next set of tricks are the toughest. But they sure are the best. *Accept* **Pepper**: I was born to skate, Animal man. **Animal Chin**: You're a good skater Pepper, now lets see if you can match the best. **Pepper**: I'm ready to burn Bony Sir. **Animal Chin**: Ok, Pepper. Your gonna learn the double

	Jump, which will help you reach high places with one graceful sweep. Also the 360, which is one of the coolest ground moves to perform. *Decline* Pepper: Not now Animal man. Cutscene End

Fail Cutscene	If Pepper falls too far back by not skating quick enough or hits too many obstacles
	Picture fades to black *Pepper and Animal Chin stand back at the start of the course* *Pepper shakes his head and Animal Chin comforts him by patting his shoulder* End Cutscene *The player has a chance to retry*

End Cutscene	When Pepper wins
	CAMERA: Pepper skates toward the camera *As Pepper skids just in front of the camera, throwing his arm up in the air.* **Pepper**: Who-hooo! *CAMERA: Cuts to a normal conversation.* **Animal Chin**: You training is over Pepper, your are now one of the best. Make sure you keep practising, if you need any help, just ask Bony or myself. **Pepper**: No problem-o Animal Dude.

	End Cutscene

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Animal Chin and Pepper appear in their start position, ready to take on the challenge. **Start** The player receives a 3,2,1 count in before setting off. Animal Chin begins to skate forward, easing Pepper into the game will some simple straight runs. As Animal skates, he leaves a light particle stream behind him, to give Pepper a guideline through the course. **Failing** The course is failed when Pepper has performed too many mistakes (Anything that slows Pepper down, and looses sight of Animal Chin): Going too slow Hitting too many obstacles Failing to perform tricks. **Finishing** The course is complete when Animal Chin stops his skating. He will end on a nice slide, which Pepper will mimic in the short ending cutscene.

Walk Through	7) Talk to Animal Chin 8) Accept the skate challenge 9) Follow the course, mimicking Animal's movement and tricks.

	If Pepper fails the tricks at any point he will have to restart the sub quest.

No. 21 Flower Power

Sub Quest Title:	Flower Power
Story:	Red Greenbase is having a disagreement with his garden, it just doesn't seem to suite his taste. He cannot understand the reason behind this, the flowers and trees are perfectly placed, and his grass is wonderful, but there is still something wrong. He decided that he cannot continue his work until the garden is fixed.
How to Activate:	Talk to Red Greenbase in his garden
Clue to Quest:	Red Greenbase is standing in the centre of his garden pointing at his flowers and shaking his head.
Clues in Quest	If Pepper talks to the Islanders during this quest, some will mention hints about the colours of Red Greenbase's garden, saying how it doesn't suite him.
Items or Skills: needed	
Reward:	Island Toys (Change flowers, trees etc…)

Cutscene	Pepper talks to Red Greenbase
	Red Greenbase and an NPC are standing together in Red Greenbases garden. *CAMERA: Starts in normal conversation* **Pepper**: Hey Red, what's up you look kinda down? *Red Greenbase stops shaking his head* **Red Greenbase**: Oh, hey Pepper, I'm having real

	trouble. You see my garden? *CAMERA: Pans around Red Greenbase's garden* **Pepper**: Sure, one of the best on Lego Island! **Red Greenbase**: I'm not sure Pepper, you know it just doesn't seem to suite me. I must have tried every combination of flowers going, blue with yellow, red with white, nothing seems to look right. And until my garden looks right I won't be able to relax. **NPC**: I can help with the trees Red! How's this? (The NPC goes up to the trees in the garden and changes them all until they are one tree type). **Red Greenbase**: That's great (NPC name), I am much happier now they are all the same. **Red Greenbase**: Pepper! If you stand next to a tree or flower and press (---) you can change them. Do you think you could help me fix the flowers in my garden? *Accept* **Pepper**: Sure thing, Red Greenbase! We'll fix your flowers up in no time. **Red Greenbase**: Great! Pepper you're the …erm Dude! *Decline* **Pepper**: Sorry Red man, I'm in a hurry now. But I can come back later and help you for sure. **Red Greenbase**: Thanks Pepper. Cutscene End

Cutscene	Player has control of Pepper. Pepper will be changing the colours of the flowers. Once the player thinks the

	flowers are right they can talk to Red Greenbase to ask if they are. Note: Pepper can walk off at any time, when he has walked out of the garden and it is no longer in Peppers view all the flowers will automatically be changed to red. The sub-quest will not start again and it is assumed that Red Greenbase has sorted out his own garden. If Pepper talks to Red Greenbase again he will have his normal idling conversations.
	(Pepper has alternative questions as it will be very repetitive if Pepper always asks Red the question the same way) **Pepper**: Is this ok? Alternatively **Pepper**: Is this right Red? (Pepper has either got all the flowers right i.e. all red, or he hasn't) **Pepper has the flowers wrong:** (Red will have alternative answers as it will be repetitive if he always replies to Pepper the same way). **Red Greenbase**: No Pepper, but keep trying. Alternatively **Red Greenbase**: Sorry Pepper, not quite right.
Cutscene	**Pepper has the flowers right**
	CAMERA: Focuses on Pepper as he walks toward Red Greenbase after finishing the last flower.

	Red Greenbase: That's it Pepper, its amazing my garden is beautiful. Look at the colours, the red petals. Wonderful Pepper. *Pepper looks embarrassed.* **Pepper**: aww, it was nothing really. **Red Greenbase**: Nothing? It's fantastic Pepper; I can sit in my garden again, enjoying the lovely sunlight. *Red Greenbase hands Pepper a [BONUS ITEM]* **Red Greenbase**: Here Pepper, take this as a reward. **Pepper**: Gee thanks Red Man. Cutscene End

Walk Through	1) Talk to Red Greenbase 2) Change the colour of all the flowers in his garden to Red, reflecting Red Greenbase's personal colour. 3) Talk to Red Greenbase

Walk Through	
	1) Speak to Papa Brickolini 2) Go on the hunt for his missing hat 3) Locate missing hat (On top of a column, can only be reached with a double jump onto a tree and then onto the column) 4) Collect hat 5) Return to Papa Brickonlini 6) Give him the hat.

No.27 Skate Race

Sub Quest	Skate Race #1

Title	
Sub Quest #	
Story	Bony Hawks congratulates Pepper on his excellent skill in the skate challenges. He now challenges Pepper to a race around Lego Island. Starting from the top of Space Mountain, skating down the slope, and around Lego Island (Course is marked out on the island). First one to reach the finish line (back at the base of Space Mountain) wins the race. Pepper must use his previous learned tricks and apply them to a race.
How to Activate	Talk to Bony Hawks
Clue to Quest	Bony's performing in his usual spot, which attracts Pepper over to speak to him. Animal Chin also requested that Pepper can speak to Bony if he wanted any more tips.
Items or Skills needed	Skate Challenge #1 (Jump move), Skate challenge #2 (180 Jump and Grind) Skate Challenge #3 (Double Jump and 360)
Reward	

Start Cutscene	When Pepper first talks to Bony Hawks
	CAMERA: Starts as normal conversation **Bony Hawks**: Pepper I must congratulate you on your super rad skating, Animal is a great skater and anyone who can keep up with him must be cool. Say Pepper, how's about we have a race around the island. *Accept* **Pepper**: Sound cool to me Bony Man, I can show off my skill to the Islanders. **Bony Hawks**: Okay then, here's the plan. We start at

	the top of Space Mountain, race down the slope turn right onto the path and then follow the island around. First round to the base of Space Mountain wins. **Pepper**: Sounds good to me. Prepare to be beat, Bony Dude. *Decline* **Pepper**: Can't now Bony Dude. Cutscene End

Fail Cutscene	If Pepper looses the race
	Picture fades to black *Pepper and Bony Hawks stand at the base of Space Mountain.* *Pepper shakes his head and Bony Hawks comforts him by patting his shoulder* **Bony Hawks**: Hey Pepper you can try anytime you want, I'm sure you'll beat me soon. End Cutscene *The player has a chance to retry*

End Cutscene	When Pepper wins
	CAMERA: Pepper skates toward the camera *As Pepper skids just in front of the camera, throwing his arm up in the air.* **Pepper**: Who-hooo! *CAMERA: Cuts to a normal conversation.* **Bony Hawks**: (Out of breath) Wow, Pepper you sure

	move quick. I bet you could even take Animal Chin in a race. End Cutscene

Retry Cutscene	If Pepper wants to play Skate Race #1 again after completing it.
	CAMERA: As normal conversation **Pepper**: Hey Bony dude, fancy another race. **Bony Hawks**: You know I'm always ready for a challenge. **Pepper**: Lets go and burn some rubber End cutscene

Course Mechanics	
	Set up When Pepper accepts the challenge, the screen fades to black. Bony Hawks and Pepper stand on the start line at the top of Space Mountain. Technician Bob stands to the left with a starting flag. **Start** The player receives a 3,2,1 count in from Technician Bob, before setting off. **Overtaking** When Pepper and Bony Hawks overtake each other, the will shout out in excitement. **Not Winning**

	Pepper will not win the race if Bony Hawks crosses the finish line first. . **Finishing** The course is complete when Pepper crosses the finish line at the base of Space Mountain. This then goes straight into the End Cutscene.

Walk Through	10) Talk to Bony hawks 11) Accept the skate challenge 12) Race around Lego Island, performing jumps and tricks to navigate over obstacles. If Pepper fails the tricks at any point he will have to restart the sub quest.

No.28 Car Challenge

Name:	Driving Challenge
Story:	Once Pepper has got his Driving Licence he is told by Nick Brick that he can Challenge Rodda Hogg and Studz Linking to a Race any time he likes. If Pepper goes to see Rhodda Hogg and Studz Linking he will always be given the option of a Driving Challenge. A Driving Challenge is a race between Pepper and Rhoda Hogg or Studz Linking from Rhodda Hogs house to one of several destinations. The central idea is that Rhodda Hoggs or Studz Linkings car is faster than Peppers but that she doesn't take the shortest route to a given destination. Pepper therefore can beat Rhodda Hogg or Studz Linking by taking the shortest route. NOTE: The Lego Island road network will need to be quite intricate to support this game. Rhodda Hoggs house must also be placed somewhere where there are

	several routes between her house and several other places.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Outside Rhodda Hogs house. Rhodda Hogg and Studz Linking are standing outside Rhodda's house.* There are a minimum of two vehicles needed for the Driving Challenge. If it is possible it would be good if Studz Linking had his own car but this may not be possible. These will need to appear on cue when the challenge begins. In this way it will avoid any complications involving other vehicles parked in the area. Pepper: Hi Rhodda! Hi Studz. Rhodda Hogg must offer Pepper the option of the Driving Challenge. As this option exists throughout the game a way must be devised for Rhodda Hogg to have her general conversation and also to be able to offer Pepper the Driving Challenge. It will work by giving Pepper a cancel button which will work as a NO button. Rhoda Hogg will have her speech associated with whatever sub quest she is in. The player will be able to cancel her speech until she says something describing the Driving Challenge. Rhodda Hog: Well Pepper! You must be here for a Driving Challenge so let's race! Pepper: Where to Rhodda? Rhodda: I think we will race to the (random destination)! Fade to black
Story	The camera pans out and the view has now changed to Pepper and Rhodda each in a car with a countdown in the middle of the screen. 3…2…1…Go!

	At this point the challenge takes place. The two characters race to the given destination. There are two alternatives to the race outcome: Alternative 1. If Pepper is first to the given destination then he will wait for Rhodda Hogg to arrive. The car will be taken away from the players control. Once Rhodda Hogg arrives a cut scene is run. Alternagive 2. If Pepper is second to the given destination the cut scene plays as soon as he arrives. (Or if Pepper does his own thing, exploring etc and is timed out.) Both alternatives run a cutscene at the end of the race. Both cut scenes show Pepper and Rhodda standing together outside Rhodda Hogg's house.
Start Cutscene	Alternative 1: Rhodda Hogg: Well done Pepper. That sure was some fancy driving. Maybe you want to test your skill against Studz! Pepper: No problem Rhodda…thanks for the race. Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Rhodda will be moved to her house automatically.
Start Cutscene	Alternative 2: Rhodda Hog: I might have won Pepper but you sure are a great driver. Pepper: Thanks Rhodda…I will try hard to beat you next time.

	Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Rhodda will be moved to her house automatically.
Story	Once Pepper has beaten Rhodda Hogg on a particular route and returns to Rhodda Hoggs house for another challenge then Pepper may be met by Studz Linking. Pepper will either race Rhodda on a route or Studz on a route that he has already beaten Rhodda on. The Mechanics of the game are exactly the same, only the conversation is different. Once Pepper has beaten Studz Linking then Pepper will only be able to compete against Studz on that particular route again.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Outside Rhodda Hogs house. Rhodda Hogg and Studz Linking are standing outside Rhodda's house.* There are a minimum of two vehicles needed for the Driving Challenge. If it is possible it would be good if Studz Linking had his own car but this may not be possible. These will need to appear on cue when the challenge begins. In this way it will avoid any complications involving other vehicles parked in the area. Pepper: Hi Rhodda! Hi Studz. Studz Linking must offer Pepper the option of the Driving Challenge. As this option exists throughout the game a way must be devised for Studz Linking to have his general conversation and also to be able to offer Pepper the Driving Challenge. It will work by giving Pepper a cancel button which will work as a NO button. Studz Linking will have his speech associated with whatever sub quest he is in. The player will be able to cancel his speech until he says something describing the Driving Challenge.

	Studz Linking: Howdy Pepper! You must be here for a Driving Challenge so let's race! Pepper: Where to Studz? Studz Linking: Well I think we'll high tail it to the (random destination)! Fade to black
Start Cutscene	The camera pans out and the view has now changed to Pepper and Studz each in a car with a countdown in the middle of the screen. 3…2…1…Go! At this point the challenge takes place. The two characters race to the given destination. There are two alternatives to the race outcome: Alternative 1. If Pepper is first to the given destination then he will wait for Studz Linking to arrive. The car will be taken away from the players control. Once Studz Linking arrives a cut scene is run. Alternagive 2. If Pepper is second to the given destination the cut scene plays as soon as he arrives. Both alternatives run a cutscene at the end of the race. Both cut scenes show Pepper and Studz standing together outside Rhodda Hogg's house.
Start Cutscene	Alternative 1: Studz Linking: Well I'll be plum tickled more than a racoon dodger. You sure are one hot shot driver or my name ain't Studz Linking. Cooeeeeee! you drive faster than a hog tied beaver in fancy duds. Maybe you want to test your skills again sometime. Pepper: Sure thing Studz…thanks for the race.

	Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Studz will be moved to her house automatically.
Start Cutscene	Alternative 2: Studz Linking: Well if I ain't a corn dog on a wagon train that sure was rootin tootin driving. Pepper: Thanks Rhodda…I will try hard to beat you next time. Player can now have control of Pepper, he can do another Challenge straight away. He must return to Rhoddas House to reinitiate the challenge. Once out of view Studz will be moved to her house automatically.
Player Rewards	No reward other than playing the game.
How to activate sub-quest	The sub-quest is activated by Pepper talking to Rhodda Hog and accepting the option to do the Driving Challenge.
Clue to Quest	The quest clue is given by Nick Brick who tells Pepper that he can go to Rhodda Hog for a Driving Challenge.
Items or skills needed	Peppers driving skill
Game Mechanics	The Driving Challenge starts with Pepper and Rhoda Hog being placed in cars built for this sub-quest. Pepper cannot get out of his car, he has all the normal driving controls that he has in other vehicles. Pepper can press the cancel button at any time which will have the same effect of Pepper losing the race. In that instance he will be transported to Rhodda Hogs house exactly according to Alternative 2 above. Pepper has been told the destination before he gets into the car. The name of the destination can be written on the screen to remind the player.

	Pepper and Rhoda race to the destination. Pepper has complete freedom over the route. Rhodda Hog will have a pre-determined route for each destination. Each destination will have a collision sphere around it and whichever vehicle enters the collision sphere first is considered the winner. The games final cutscenes run once Pepper has arrived in the collision sphere. After the appropriate cutscene control of Pepper is returned to the player.
Walkthrough	22. Pepper talks to Rhodda Hog 23. Rhodda Hog tells Pepper the Destination 24. Pepper and Rhodda start the Driving Challenge in their cars 25. Pepper and Rhodda race to a random destination 26. Pepper and Rhoda are automatically transported to Rhodda's house for the closing cutscene

No.29 Boat Licence

Title	**Boat Licence**
Story	Pepper needs a boat licence before he can use water vehicles. Valerie Stubbins at the Res-Q-HQ is responsible for boat licences. Pepper must go to Valerie and follow her around a water course to show that he is capable of handling a boat. The water course will take Pepper entirely around LEGO Island. At the end of the circuit Pepper has to show the skills he has learnt by navigating through a twisty course of buoys and jumps. If Pepper successfully completes the course he is given the boat licence, and all of the water vehicles on LEGO Island are unlocked so Pepper can use them.
Quest	Talk to Valerie Stubbins after the Stunt Bike subgame.

Activation	
Clue that a Quest is Available	Going to the Jet-Ski subgame location and being told that you need a boat licence from Valerie before you can ride a jet-ski.
Notes	Pepper gains a Boat Licence on successful completion of this sub-quest.
Walkthrough	1. Talk to Valerie Stubbins. 2. Follow Valerie around the Island in a power boat. 3. Follow Valerie through the slalom and jumps.
Clues During Quest	Everyone knows that Valerie is responsible for Boat Licences and will point Pepper to the Res-Q-HQ where Valerie will be found.
Other Islanders	

Boat Licence Course	The course is in two sections, the first and longer section is a circumnavigation of the Island, and the second section is a slalom with jumps.
	The first section is wide and marked by closely spaced buoys stopping Pepper from getting too close to the shore, and to stop him from wandering out to sea. The buoys could be roped together so that there is a reason for there being collision even if Pepper sails between two buoys. As this course is around the Island the player will be able to see all of the normal Island landmarks but from the sea.
	The second section of the course is more intricate and will push Peppers newly learned boating skills. This part of the course is away from the Island so the player won't be distracted while they try to follow it. On the course are rings that form a slalom. The last ring will be in mid air and require Pepper to go over the final jump.

Game Mechanics	
1st Section	The tour around the Island is very forgiving. The Player just needs to stay within a fairly large distance of Valerie Stubbins. To fail the first section the player would have to either not use the accelerator or turn around and go round the course backwards...

2nd Section	The second section is much harder. The player needs to complete the course in a tight(ish) time limit. Plus the player cannot miss any of the rings. As Pepper goes through a ring, it disappears and the next ring in the slalom will be highlighted.

Boat Licence Needed Cutscene	This cutscene is where Pepper finds out he needs a boat licence to do the Jet-Ski subgame.
	Conversation camera of Pepper and Block Buster. Block: Aha and here is our leading man Pepper Roni. Now Pepper for the next scene your going to have to perform some death defying stunts on a jet-ski! Are you ready Pepper. Pepper: Yesiree, I'm ready! Block: Good good, I just have to check your boat licence. Pepper: Umm, I don't have one. Block: Oh dear Pepper, safety rules won't let me, let you jet-ski until you have a boat licence. *The camera pulls out to show the director, the marina, the camera crew and various islanders spectating.* Block: Does anyone know where you can get a boat licence here. *All of the islanders stick their hands in the air.* Spectating Islanders: Me me me. *Block Buster looks around and points at Bill Ding.* Block: You there, yes you with the white hard hat. *Bill Ding looked around expecting someone else to have*

	been picked, realises he's been picked and steps forward. Everyone else puts their hands down. Bill Ding: Well sir you can get a boat licence from Valerie Stubbins at the Res-Q-HQ. *Block Buster turns back to Pepper and the camera closes back to the normal conversation camera.* Block: Right then Pepper off you go, we shall film when you get back with a boat licence.

Pepper fails to visit Valerie	The player is in control of Pepper and has been told to visit Valerie Stubbins. This cut scene assumes the player doesn't and instead returns to Block Buster.
	Pepper: Hi there Block, how is it going? Block: Fine Pepper, just fine…you got your Boat Licence? Pepper: No, not yet. Block: Well Valerie is the gal you want Pepper, down at the Res-Q centre. Pepper: Cool Block, catch you later.
Asking Valerie for a Licence Cutscene	When Pepper arrives at the Res-Q-HQ we get this cutscene. If Pepper looses his way or just goes off for ages and does his own thing he will be returned to the beginning and then the following cut scene is played again.
	Conversation camera of Pepper and Valerie. Pepper: Hello Valerie, um, how do I get a boat licence. Valerie: Well Pepper you have to show me that you can handle a boat and then I issue you with the licence.

	Pepper: Cool! When can we start? Valerie: Is now quick enough for you Pepper. Pepper: I think so. *Camera fades out.* *Control screen for water vehicle is displayed.* *Camera fades in with Pepper in a motor boat and Valerie in a boat in front of Pepper.* *Sub-Quest starts.*

Boat Licence Success Cutscene	If Pepper performs the Boat Licence well enough then player will be awarded the boat licence in this cutscene.
	Long shot of Pepper and Valerie pulling up to the quay and turning their motorboats at the last moment sending up a spray of water. *Valerie leaps out of the boat and runs into the Res-Q-HQ. Pepper leaves his boat more slowly and walks up to the Res-Q-HQ.* *As Pepper arrives at the Res-Q-HQ Valerie comes back out.* *Camera closes to the conversation camera.* *Valerie hands over a small document to Pepper.* Valerie: There you are Pepper one Boat Licence, well done. You can now use any water vehicle. *Pepper holds the licence up before putting it into his back pack.* Pepper: Cool!

Pepper fails the Boat Licence	If Pepper makes a mess of following Valerie then this cutscene is played. If the player messes up in the first section of this licence then they will have to restart. If the player messes up in the second section of the course then they will only have to replay the second section and not the whole licence again.
	Normal racing camera. Valerie: Oh dear Pepper, I think you need some more practice. *Camera fades out.* *Camera fades in to show Pepper and Valerie reset to the start of the section.* Valerie: Do you want to try this again Pepper?

No.31 Self Drive

Title	**Self Drive**
Story	Technician Bob has invented a car that will drive itself. Unfortunately he set the car going, but it won't stop. Pepper has to find a way to stop the car and return it to Technician Bob so he can perfect the self driving gizmo. The vehicle is driving too fast for the player to just get in. There are several ways to stop the vehicle. 1. Stand in the vehicles path, and grab a bit when it brickulates past. The vehicle will shudder to a halt and you can get in. 2. Throw pizzas at the car to slow it down until it is slow enough to get in. 3. Drive a motorbike alongside and leap from the bike into the car. Once the vehicle has been subdued it can be driven back to Space Mountain and Technician Bob.

Quest Activation	Talk to Technician Bob.
Clue that a Quest is Available	A car driving around the island with no driver. Islanders complaining about the driverless car. Islanders complaining about Technician Bobs meddling in technology.
Notes	Pepper requires a driving licence.

Walkthrough	1. Talk to Technician Bob. 2. Chase self driving car. 3. Stop self driving car by any means. 4. Return car to Technician Bob.

Clues During Quest	Ed Mail will give Pepper the clue to stop the car by the brickulating method. Papa Brickolini will give Pepper the clue to stop the car by pizzaring it. Block Buster will give Pepper the clue to stop the car by leaping into it from a motorbike.
Other Islanders	Virtually every Islander will have seen the self-driving car and will tell Pepper about it. Like how it almost caused an accident, or it went that way.

Start Quest Cutscene	When Pepper talks to Technician Bob he will be able to enter this quest.
	Conversation camera of Pepper and Technician Bob. Pepper: Hello Bob, have you been up to anything interesting lately. TBob:Yes I have Pepper. I made the mind reading helmet props for Cool Movie. I still haven't got them to work yet, so I let Block Buster borrow them. Pepper: Sounds cool, pity they don't work though. TBob:I know but it takes years to perfect any new

	technology. Speaking of which I have a problem with my latest invention. Pepper: Anything I can help with or is it technical. TBob:Well the problem is technical but to get to the problem I need your help Pepper. Pepper: This is beginning to sound complicated. TBob:Let me explain. I'm trying to build a better car, and what could be better then a car that can drive itself. Pepper: Hmm, not sure, can't be much fun on the open road if the car drives itself. TBob:Ah, but what if you've spent the day shopping, and you want to go home but are really tired. Then its great that the car can drive you home while you have a quick nap. Pepper: Okay I'm convinced. So what's the problem. *Technician Bob looks uncomfortable.* TBob:Uh, well you see it doesn't stop. So right now there is a car going round and round the island with no driver. I need you to stop that car and bring it back here.

Ed Mail's Clue Conversation	If Pepper talks to Ed Mail he will get a clue to one of the methods that could be used to stop the car.
	Conversation camera of Pepper and Ed Mail. Ed is laden down by his sack of mail. Pepper: Hi Ed, still on your round? Ed: Yeah, its taking longer then usual, so much more mail now that the movies are here. I may even have to get an assistant. Pepper: I better go I've got an unstoppable car to stop.

	Ed: Hey Pepper! I know something that works for me. I hate people driving through me. So what that cars brickulate to avoid hitting me but its still unnerving. So as the car is brickulating I grab a piece. The car reforms but with a bit missing it can't move, then I go over and give the driver a piece of my mind. Pepper: Thanks Ed that's a useful suggestion.

Papa Brickolini's Clue Conversation	If Pepper talks to Papa Brickolini he will give Pepper a clue to one of the methods that could be used to stop the car.
	Conversation camera of Pepper and Papa Brickolini. Pepper: Hello Papa. Have you seen the driverless car? Papa: Sure have Pepper, whizzed past this morning. Pepper: Well some how I have to stop it. Papa: How about pizza. Pepper: Papa your answer to any problem is pizza. Papa: No a seriously, you throw a pizza at a the car, the pizza sticks. The pizza is a heavy so the car gets heavier it a slows. Pepper: I see, okay Papa pizza is the answer to everything.

Block Buster's Clue Conversation	If Pepper talks to Block Buster then he will give you a clue to one of the methods that could be used to stop the car.
	Conversation camera of Pepper and Block Buster. Pepper: Hiyah Block, have you seen the driverless car.

	Block: Yes I have Pepper, its given me this idea to make a film about a secret organisation that builds an intelligent car. They then use this car to fight crime and right wrongs. What do you think Pepper? Pepper: Maybe you could ask Technician Bob if you can borrow the car, all I have to do is stop it and get it back to him. Block: You're a stuntman Pepper, get a bike, ride up next to the car and leap into it, problem solved. Pepper: Of course!

Pepper Returns the Car Cutscene	When Pepper returns to Technician Bob with the self driving car.
	Long shot of the top of Space Mountain. Pepper and the car are climbing up the road to the top and are about to reach the crest. *The camera closes to a medium shot as Pepper gets to the top and stops the car near Technician Bob. Pepper stays in the car gripping the steering wheel tightly.* Pepper: I can't get out of the car yet, I think it will drive off again. TBob:Hmm, lets see, stay there Pepper I'll just be a moment. Technician Bob scurries out of shot. We hear clanking as Bob searches through a pile of heavy metallic objects. TBob:That could do the trick. Technician Bob now comes back into shot towing the end of a large metal chain. He runs up to the front of the car. Then quickly ties the chain around the front bumper in a huge bow. Pepper now leaps out of the car.

	The car tries at this moment to drive off. The tires scream the car lurches off and comes to a sudden halt as the chain holding it goes taut. The camera pans to the other end of the chain where it is tied to a five ton weight. Pepper: Phew! So what do you do now Bob? TBob:Well I'll have to dismantle it, put in an off button, and fix a few other problems. This is going to be revolutionary, LEGO cars will never be the same again. Then there are the planes and boats the possibilities are endless.

No.32 Sneak

Sneak 1

Name:	Sneak (part 1)
Story:	Pepper sees that Jack O'Trades is walking on a plank held up by boxes at both ends. Once Pepper enters the Garden Jack will jump down from the plank so that Pepper can talk to him. He will simply stand beside the plank running idle animations. Pepper does not have to talk to him. If Pepper leaves the garden he will jump back onto the plank. If Pepper talks to him he will show Pepper a plank course balanced on top of boxes. He will instruct Pepper as to what to do. If Pepper completes the course Jack will tell him that he has obtained the sneak skill and Jack will tell him the situations where Pepper can use it.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Inside Jack O'Trades garden*

	Pepper: Hi there Jack…what were you doing? Jack O'Trades: Well I'll tell ya Pepper, I was balancing. You see if I sneak along real careful like I can walk along these planks! Would you like me to teach you. Pepper: Sure, I'd love to be able to do that. Jack O'Trades: You just watch this Pepper. Jack O'Trades then gets onto the first part of the plank course. He says now remember to walk real slow (Jack O'Trades explains which buttons to press). Pepper: Gee, that looks hard. What happens if I walk fast? Jack O'Trades: Do you mean like this? Jack O'Trades then walks along the plank at normal speed, loses his balance, tries desperately to find it again and then falls off landing on the ground. He pauses momentarily just before he starts his descent to emphasise the fall. The camera doesn't see Jack's landing, instead there is a lot of camera shake and a big boom sound. The camera then focus's on Peppers face which grimaces expressing how hard Jack has fallen. Jack has fallen on the ground and he is either embedded into the ground or else there are cracks emenating from his body as if he has cracked the ground. Pepper helps Jack stand up. Jack has stars around his head to emphasise his dizzyness. Pepper: I will try and remember not to walk too fast. Jack: That's right Pepper, now start at that end and walk along the planks to the other.

	(Player has control of Pepper at this point). There are three alternatives at this point.
Story	Alternative 1 The player walks off with Pepper. The player takes Pepper out of the whole cut scene sequence.
Start Cutscene	While Pepper is in the garden Jack O'Trades runs idle animations. Once Pepper leaves the garden Jack O'Trades moves to the position he was in prior to Pepper coming into the garden. If Pepper returns to the garden the whole sequence is initialised again and starts from the beginning.
Story	Alternative 2 Pepper attempts to walk across the planks and fails. Pepper then simply falls off.
Start Cutscene	It may prove irritating to the player if he keeps falling off and Jack O'Trades keeps repeating himself. It would be better if Jack O'Trades was either silent during failures or said something after a number of attempts. Jack O'Trades: Hard Luck Pepper. Keep trying.
Story	Alternative 3 Pepper attempts to get across the planks and succeeds in getting to the end.
Start Cutscene	Jack O'Trades: Well done Pepper, you did that better than I did. You must be a natural. Pepper: Thanks Jack

	Jack O'Trades: Now you have learned this skill you can use it anywhere on the Island that you see planks and ledges like this. Pepper: Wow that's great. I would like to try that out. Jack O'Trades: Well come back anytime Pepper. Pepper: Thanks Jack…see ya. Jack O'Trades: Oh wait Pepper! I just remembered you can use sneak to get Brickster Bots with a double Pizza Splat. Would you like to learn about that now? (Two Alternatives yes or no). If Pepper says yes (See Sneak part 2) If Pepper says no (two alternatives) Alternative 1: Pepper leaves and never returns, he may for instance learn the skill himself without any help. Alternative 2: Pepper leaves and returns, in which case (Sneak part 2)
Story	Once Jack has entered the collision sphere and the final cutscene has run the beginning cutscene will not run again. Pepper is free to come back and talk to Jack O'Trades and to do the plank course again but the cut scenes will not run once Pepper has the sneak skill.
Player Rewards	Pepper learns the Sneak skill and can use it around the Island
How to activate sub-quest	The sub-quest is activated by Pepper talking to Jack O'Trades once Jack has started walking on the planks in his garden.
Clue to Quest	The quest clue is given by Jack O'Trades walking on planks in his garden. Prior to this point Jack O'Trades will have been doing something else such as

	Gardening.
Items or skills needed	Peppers Sneak skill.
Game Mechanics	The planks are supported by boxes in a short zig-zag configuration. The first plank starts at ground level. The planks then zig-zag around a short course, i.e. connecting five or six boxes. The final stage of the course returns Pepper to ground level. There is a collision sphere at the end of the course at ground level. Once Pepper enters that collision sphere from the last plank, the end cut scene begins. **Note:** Pepper will have to come through the collision sphere at the end via the final plank. The end plank will be raised off the ground higher than Pepper's double jump so that the player cannot simply jump onto the end of the plank and finish the test. The player will also have to restart the section of planks from the beginning or else the player will be able to jump onto the planks at any point and then run to the end and complete the quest. All the planks apart from the first one will be at a height above Pepper's Double Jump level. Pepper will therefore be forced to restart the planks from the beginning.
Walkthrough	27. See Jack O'Trades 28. Talk to Jack O'Trades 29. Pepper must walk along a course of planks raised on boxes in Jack O'Trades garden to learn the skill. 30. Congratulatory cut scene when Pepper succeeds, explaining that Pepper can use the skill all over the Island now and that he should come back to learn how to use the skill against Bricksterbots.

Sneak 2

Name:	Sneak (part 2)

Story:	Sneak part 2 can either carry directly on from Sneak part 1 or else Pepper can leave Jack O'Trades garden and come back. This means that Sneak 2 must be initiated at the same place irrespective of what Pepper does. Jack O'Trades must be standing at the same place. What Jack O'Trades says must also be appropriate given a continuation in the conversation or given Peppers return to the garden having done something else. Jack O'Trades will show Pepper how to use the pizza double splat by example.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Inside Jack O'Trades garden* **Pepper**: I think I would like to learn the Double Splat now. **Jack O'Trades**: That's great Pepper…follow me. (At this moment a Brickster Bot walks past the garden on the street and stops nearby. Jack and Pepper walk out together) **Jack O'Trades**: Watch this Pepper! (Jack runs up to the Brickster Bot which runs off as Jack gets within a certain proximity). (Jack returns to where Pepper is standing). **Jack O'Trades**: You have to sneak up to them to Double Splat them with your Pizza. You must be quiet and use the (------) key to get em. Now watch again. (The Brickster bot has returned to his original position, Jack O'Trades sneaks up behind the Brickster Bot and double splats him. Jack then returns to where Pepper is standing).

	Jack O'Trades: Ya see Pepper! Its easy when you know how. Jack O'Trades and Pepper then move together to an area where there are several Brickster Bots milling around. The bots run for a bit then stand still for a few seconds and then run about again. **Jack O'Trades**: Here is your chance Pepper. Remember sneak as quietly as you can to get close… and then splat them! Good luck Pepper. See ya later. **Pepper**: Thanks Jack…see ya. (Jack walks back to his garden) The player now has control of Pepper and can splat the Brickster bots. There is no final conversation with Jack at the end of the quest. The Bricksterbots may only be available here for a certain period. The bots may walk off after 2 or 3 minutes. If the Player just walks Pepper off the Bricksterbots will stand around for two or three minutes and then walk off. This allows the player to come back. Pepper will be able to go back and talk to Jack O'Trades but Jack will just have his idle chat.
Player Rewards	Player learns how to use sneak to double splat the Brickster Bots
How to activate sub-quest	The sub-quest is activated by Pepper talking to Jack O'Trades. This conversation can be a continuation of the conversation from Sneak 1 or else the conversation can be an entirely new conversation between Pepper and Jack O'Trades taking into account Pepper possibly leaving the scene and then returning.

Clue to Quest	The quest clue is given by Jack O'Trades himself talking to Pepper in Sneak 1.
Items or skills needed	Peppers Sneak skill.
Game Mechanics	Several Brickster Bots will be wandering around a certain area. Preferably fenced off, like an orchard or a play ground. Pepper will have to sneak up to each one and double splat them. They will stand still for a time and then run about. Pepper will therefore have a short time to creep up and get each one. Each one will stand still for a variable amount of time. Each one may also be more or less sensitive to Peppers presence.
Walkthrough	31.See Jack O'Trades 32.Talk to Jack O'Trades 33.Go to designated area 34.Double splat all the Brickster bots there.

No.33 Crazy Pizza

Name:	Crazy Pizza **Note: The player may not have played Script Swap as it is a voluntary game. The player will therefore have to be informed of how to play the game. This will have to be short as some players will already know how to play.**
Story:	Papa Brickolini has to deliver pizzas and so asks Pepper to do it.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Papa Brickolini's Pizza shop.* Pepper and Papa Brickolini are standing outside Papa Brickolinis

	Papa Brickolini is jovial and good natured towards Pepper. Papa Brickolini: Hiya Pepperoni. Howsa ya doing, youa looking very cool today, as cool as da icy cube, or da icey tea. Pepper: Ice T sure is cool Papa and so is his music. (Pepper laughs) Papa Brickolini: I ama glad you are here Pepperoni, I am in the trouble, how do you say, in the thick cheese, anda I don't know whata to do. ('whata to do said as question') Pepper: Whata to do? Papa Brickolini: Yesa Pepperoni it is very confusing whata to do ! ('whata to do!' said as exclamation). Pepper: Well what do you need? Papa Brickolini: I needa da six arms, and wheels ona ma feet buta if I do that I looka very stupid. Pepper: You don 't exactly look cool now. Papa Brickolini: Ouuu you are da little cheeky Pepperoni. Nowa make yourself useful and deliver da pizzas for your old friend Papa. All ya gotta do is follow the arrows to deliver the pizza anda pass through the magic delivery lights (particle effects). Whena ya finished comea back here, theresa good Pepperoni. Pepper: No problem Papa. See ya later. The HUD and a countdown appears on the screen. At the end of the countdown the HUD shows the first destination and the arrow appears showing the way.
Story	Pepper delivers the pizzas to the right addresses. His

	journeys are timed and he scores points for each delivery.
Story	Pepper returns to Papa Brickolinis Pizza shop at the end of the delivery. Papa Brickolini: Hiya Pepperoni, dida ya deliver da pizzas okey cokey? Pepper: I sure did Papa. Papa Brickolini: Youa remind me of whena I was a boy. Pepper: You have a good memory Papa, can you remember anything else that happened 1000 years ago? Papa Brickolini: Ouuu you are da cheekiest Pepperoni buta always my best friend. I will see you again soon Pepperoni. Pepper: See ya later Papa.
Story	In the event of Peppers failure i.e. being timed out he is magically returned to Papa Brickolini. This is also the scrip that runs when Pepper returns to Papa to play the sub-quest at any point later on in the game.
Cut Scene	Papa Brickolini: Hiya Pepper…it's a gooda to see you again. If youa want another go justa press (-----).
Player Rewards	Pepper is rewarded with a score every time he delivers a pizza. The reward will be dependent on the time. The time will be what the player can aim for.
How to activate sub-quest	The sub-quest is activated when Pepper talks to Papa Brickolini at the Pizza shop.
Clue to Quest	The clue to the quest will be Pappa Brickolini standing outside of his shop holding a pile of pizzas.
Items or skills needed	This sub-quest will be open for the entire game. The player can therefore play the game with any vehicles

	they want to. To develop the game structure this game will predominately involve the skate board, cars and the motorbike. There will be nautical short cuts to encourage the player to play the levels again once the new vehicles are unlocked. There may also be consideration of aircraft but this is probably better left for the later games.
Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the name of the next recipient. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play.
Walkthrough	35. Pepper talks to Papa Brickolini 36. Papa Brickolini tells Pepper how to deliver the Pizzas 37. Pepper delivers all the pizzas 38. Pepper returns to Papa Brickolinis Pizza Shop

No.36 Boat Challenge

Title	**Boat Challenge B (Jet-Ski Challenge)**
Story	Snap Lockitt loves racing around the Island on his jet-ski and challenges Pepper to a race around and through the Island.
Quest Activation	Talk to Snap after getting the boat licence.
Clue that a Quest is Available	Instead of sunbathing, Snap will be at the slipway on one jet-ski, and another jet-ski is next to him. Valerie Stubbins tells Pepper that Snap wants a jet-ski race but she is too busy, maybe Pepper could race him.
Notes	The Infomaniac hologram will pop up if the player gets

	turned around and will tell the player that they are going in the wrong direction and will point the player in the right direction.

Walkthrough	1. Talk to Snap Lockitt. 2. Race faster around the Island than Snap Lockitt.

Clues During Quest	Not applicable.
Other Islanders	

Water Challenge Course	The course is around and through LEGO Island. The outer edge of the course is marked by roped buoys to stop the player from wandering out to sea. The inside of the course is marked by the Island. There will be shortcuts through the Island so Pepper can get ahead. There will be other boats on the course. These boats are not racing but are moving across the route. Similarly sharks and dolphins will also be moving across the route.

Game Mechanics	Peppers jet-ski physics will be a simplified version of the physics used in the Jet-Ski subgame. Unlike the Jet-Ski subgame Pepper cannot fall off of the jet-ski. If the player hits an obstacle the jet-ski will stop. Stunts will not give the player a speed boost. The player can ride across sand for a short distance. But if the player stops on the sand the race is over, and they will have to restart. Snap Lockitt will have a set route and will follow that route, he will not have jet-ski physics.

Start Quest Cutscene	This is when Pepper talks to Snap Lockitt and activates the quest.
	Conversation camera of Pepper and Snap Lockitt. Snap is on a jet-ski and is bobbing up and down in the swell.

	Pepper is standing on a jetty. Pepper: What are you up to Snap. Snap: I want to have a race with these jet-ski's but Valerie is too busy lifeguarding. Say Pepper what are doing at the moment. Pepper: A bit of this, a bit of that, not much really. Snap: Say do you fancy a race.

Pepper Beaches Cutscene	This cutscene is used if Pepper has driven the jet-ski up a beach and got stuck.
	Normal racing camera of Pepper stuck wherever he is stuck that fades out. *Camera fades back in with Pepper and Snap back at the start of the course.* Snap: You got stuck their Pepper. Would you like to race me again?

Snap Wins Cutscene	This cutscene is used if Snap Lockitt beats Pepper around the course.
	Race camera of Pepper and Snap at the finishing line. Snap: Too slow Pepper, but not for long I reckon. Do you want to try again?

Pepper Wins Cutscene	This cutscene is used if Pepper beats Snap Lockitt.
	Race camera of Pepper and Snap at the finishing line. Snap: Well done Pepper! Here I have something for you. *Snap hands a [REWARD] over to Pepper.*

No.37 Lost Brick

Title	Lost Brick
Story	The garage has got to repair a car that isn't working properly. It appears that the car brickulated to avoid running down a pedestrian and then broke down. The pedestrian was a brickster-bot who has stolen one of the bricks of the car as it brickulated. The brick was then taken to a corral at the Bricksters home. Pepper needs to find out what happened to the brick. Find the corral that the brick is kept in and then find a way to get to the brick and get out. The corral is inside a compound. The compound is a maze of narrow alleys. Patrolling the alleys are brickster-bots. If a brickster-bot spots Pepper he will sound the alarm before running up to grab Pepper and drag him back to the entrance of the compound. The brickster-bots will respond to the alarm by running to the source of the alarm. Brickser-bots will also investigate suspicious sounds. Pepper can force his way through to the corral if he is good with his pizzas and can knock out all of the brickster-bots before they overwhelm him. Pepper can also reach the corral by sneaking past the guards, as they look the wrong way on their patrols. Pepper can also reach the corral by using the roofs of the buildings that make up the compound. If the brickster-bots hear something on the roof they will come up to investigate.
Quest Activation	Talk to Nancy Nubbins, or Nubby Stevens.
Clue that a Quest is Available	Car on a workbench at the Garage with an obvious piece missing.
Notes	Foreshadows part of the Triphebian Vehicle Quest.

Walkthrough	1. Talk to Nancy Nubbins or Nubby Stevens. 2. Talk to Bill Ding. 3. Hunt down the brickster-bot. 4. Sneak past or dispatch the brickster-bot guards.

	5. Grab brick. 6. Return to Garage.

Clues During Quest	Bill Ding who owns the car will tell Pepper about when the car broke down. Jack O Trades saw a suspicious looking mini fig carrying a brick heading west. Super Station Master has seen new buildings in the west of the Island. The Footballers kicked their ball into some sort of junkyard in the west of the Island but weren't allowed to get it back and had to buy a new one.
Other Islanders	

Talking to Nancy Nubbins	Pepper talks to Nancy Nubbins at the Garage, this will start the quest. Pepper will be told that a brick was missing. Pepper will be shown what the missing brick looks like. Pepper is also given a clue to speak to Bill Ding.
	Conversation camera of Pepper and Nancy Nubbins. Setting inside the Garage. *Nancy Nubbins is standing next to a workbench with tools, gears and blueprints on it. Nubby Stevens feet can be seen poking out from underneath the broken car. The car has obviously got something missing. Such as the grill, or is open with no engine.* Nancy: Howdy Pepper. Pepper: Hiyah Nancy, you guys look busy. Nancy: Yar, we're trying to fix Bill Ding's car. Pepper: Oh, what's wrong with it. Nancy: It has lost a vital brick, and we can't get a replacement. The manufacturers say that all of those

	bricks have been bought buy a mysterious buyer yesterday. Pepper: Did the original break? Nancy: No it's just disappeared. Pepper: I'll look for it, as it couldn't have got far. So what does this brick look like. Nancy: I have a diagram of it here Pepper. *Camera cuts to a close up of set of LEGO instructions, one of the pieces on the instructions is circled in red. Nancy's hand points at the ringed brick.* Nancy: That's the brick Pepper. *Camera returns to the normal conversation camera.* Pepper: I'm on it.

Nancy Follow Up Conversation	Pepper talks to Nancy after starting the quest.
	Conversation camera of Pepper and Nancy Nubbins. Setting inside the Garage. Nancy: Howdy Pepper. Have you found the brick yet? Pepper: Not yet Nancy but I will find it soon.

Talking to Nubby Stevens	Pepper talks to Nubby Stevens at the Garage this will start the quest. Pepper will be told that a brick is missing. Pepper will be shown what the missing brick looks like. Pepper is also given a clue to speak to Bill Ding.
	Medium shot. *Setting inside the Garage.* *Pepper is standing next to a car that is on jacks. Sticking*

	out from underneath the car are Nubby Stevens feet. Pepper: Hey Nubby can I have a word with you. *Nubby Stevens pushes himself out from under the car. Nubby is quite greasy and dirty from his work.* Nubby: Oh hello Pepper, I guess its pizza for lunch then, I better get cleaned up. Pepper: Uh, no I'm not making a delivery I just thought I would pop by. *Nubby Stevens gets up, grabs a rag off a nearby workbench and wipes his hands with it. He then wipes his face with it but instead of cleaning any grease off he just makes himself a uniform grey.* *Conversation camera of Pepper and Nubby Stevens.* Nubby: Always glad to see you Pepper. Pepper: Nubby you're still dirty. *Nubby looks around and grabs another cloth. He then rubs his face with this cloth furiously. His face becomes clean. When Nubby lowers his cloth his face is completely yellow with no markings on it. He has scrubbed his face so hard that it has come right off.* Pepper: Nubby your face! *Nubby is muffled as he has no mouth at the moment.* Nubby: Mmmm, mmm, hmmmmh! *Nubby stumbles with his arms out stretched to another bench and opens a draw. He pulls out a LEGO face, and slaps it on. However, it's on upside down.* Nubby: Why are you standing on the ceiling Pepper? Pepper: I'm not. You've put your face on wrong.

	Nubby carefully peels his face off turns it the right way up and puts it back on. Nubby: I really should stop doing that. I've only got three spare faces left. Maybe you can help me Pepper? Pepper: You want some more faces. Nubby: No, I can get them by mail order. What I need is the missing brick from this car. I've tried to order it but it's out of stock. *Camera cuts to a close up of set of LEGO instructions, one of the pieces on the instructions is circled in red. Nubby's hand points at the ringed brick.* Nubby: This brick is somewhere on the Island. *Conversation camera of Pepper and Nubby Stevens.* Nubby: It fell off Bill Ding's car in mysterious circumstances. Pepper: Don't you worry I'll find that brick.

Nubby Follow Up Conversation	Talking to Nubby after starting the quest.
	Medium shot. *Setting inside the Garage.* *Pepper is standing next to a car that is on jacks. Sticking out from underneath the car are Nubby Stevens feet.* *Nubby pushes himself out from under the car but stays lying on his work trolley.* Nubby: Back already Pepper, hand the brick over and I can get this car finished. Pepper: Sorry, I haven't found the brick yet. I came back in case you've remembered anything else. Nubby: Nancy! Can you remember anything about

	this missing brick? *Nancy replies from out of shot.* Nancy: Nope. Nubby: Guess we don't know anymore. Have you talked with Bill Ding yet?

Bill Ding Cutscene	Bill Ding will tell Pepper about the circumstances of his car breaking down. Bill Dings car broke down just after brickulating to avoid hitting a Brickster-Bot.
	Conversation camera of Pepper and Bill Ding. *Setting outside Bill Ding's house.* Bill: Good day Pepper. How's your house? Do you need any repairs, or maybe an extension? Pepper: No Bill, I came about your car. Bill: But it isn't for sale, and anyway it doesn't run. Pepper: I don't want to buy your car Bill! Bill: Why not it's a nice car, even broken down, it's still decorative. Pepper: Bill! I'm trying to find the missing brick for you car. So Nubby Stevens can repair it for you. Bill: I see. Pepper: How did your car breakdown? Bill: Well you see it was like this... *Camera fades out.* *Camera fades back in, in a flashback style.* *Setting road near Jack O Trades Store.* *Medium shot of Bill Ding driving in his car smiling*

	happily. Another mini-fig is in the distance standing next to the road, but its too far in the distance to be seen clearly. Bill speaks as a voice over. Bill: I was driving along minding my own business, the sun was shining, the birds were singing and everything was well with the world. *As Bill Dings car closes on the mini-fig, the mini-fig can now be made out as a Brickster-Bot grinning inanely. Bills car is now almost level with the Brickster-Bot.* Bill: Suddenly this Brickster-Bot leaps out in front of me. It was too late to stop. *The Brickster-Bot leaps into the path of the car. The camera cuts to a close up of Bill Dings horrified face. Brakes squeal. The camera cuts back to the Brickster-Bot grinning. Then cut back to a medium shot as Bill Dings car brickulates to avoid hitting the Brickster-Bot and then reforming on the other side of the Bot. Smoke comes from the tyres as Bill keeps the brakes jammed on. The car spins in a skid and comes to a stop facing back the way it had come. A piece of the car is obviously missing.* Bill: I was shaken I thought it was just my nerves that made it difficult to start the car again. *Bill sits in the car while the starter motor whines ineffectually. The Brickster-Bot walks on oblivious, but seems to have something in its arms.* *Camera fades out.* *Conversation camera of Pepper and Bill Ding fades in. Setting outside Bill Ding's house.* Bill: Then I realised the car had broken down, and that one of its bricks was missing. Pepper: Thanks Bill, I think I need to talk to that Brickster-Bot.

Jack O Trades Cutscene	Jack O Trades will tell Pepper about a Brickster-Bot carrying a funny looking brick. The Brickster-Bot was heading west in the middle of the night.
	Conversation camera of Pepper and Jack O Trades. Setting Jack O Trades Store. Jack: Morning Pepper. I have a new set of elbow and kneepads you might like. Pepper: I'll look at them some other time Jack. I've come in because Bill Ding almost had an accident near here and I was wondering if you saw anything. Jack: Yes I did Pepper. I was minding the store when I heard the squealing of brakes. I rushed out only to find Bill looking shaken in his car. Pepper: Oh, I was hoping you had seen something out of the ordinary, apart from the accident. Maybe involving a Brickster-Bot. Jack: A Brickster-Bot you say. Pepper: Yep. Jack: Well last night while I was sleeping a heard a noise in the yard. I got up to have a look. It was a strange sight there was this Brickster-Bot chasing a glowing brick in my yard. He catches the brick and struggles with it for a bit. Then the Brickster-Bot just marches out of my yard heading west. Pepper: I really need to talk to that Brickster-Bot.

Super Stationmaster Cutscene	Super Stationmaster will tell Pepper about some new buildings that have been built on the Island. These buildings are in the west of the Island.
	Conversation camera of Pepper and Super Stationmaster. Super Stationmaster is hovering some way above ground and is staring off to the west shading his eyes.

	Setting Railway Station Platform. Pepper: Hello Super Stationmaster. What are you looking at? *Super Stationmaster floats down to a lower level and lowers his arm.* SSM: Oh hello Pepper. There are some new buildings over there. I saw them this morning while I was out examining the track. I don't know what Bill Ding is up to but they are real eyesores. None of the bricks seem to match each other. Pepper: That doesn't sound right.

Footballers Cutscene	The footballers are upset because they have lost their ball and had to buy a new ball. The footballers kicked their ball into a junkyard. When they asked for their ball back they were told to go away by a Brickster-Bot. The junkyard is in the west of the Island.
	Conversation camera of Pepper and a footballer #1. There are two other footballers playing in the background. Setting a football pitch near the goal posts. Footballer #1: G'day Pepper. Pepper: Hiyah. How's your game going. Footballer #1: Alright, had a bit of trouble this morning but got everything sorted now. *A ball arcs into shot and hits Footballer #1 in the back of the head. Footballer #1 turns around and shouts off screen.* Footballer #1: Oy! I'm trying to talk to Pepper here. *From off screen.* Footballer #2: Sorry my foot slipped. Footballer #1: Yeah right.

Footballer #1 turns back to Pepper.

Footballer #1: Now where was I.

Pepper: Trouble this morning.

Footballer #1: Oh yes. Me and the guys were having a kick about over by **[western location]** and I kicked the ball into a set of mysterious new buildings. Man those buildings are ugly. Hardly any of the bricks match each other and the proportions are all wrong. Anyway I kicked the ball into the buildings so I had to fetch it back. No one seemed to be around I walked in and before I know it I'm grabbed by a Brickster-Bot, dragged out by the verandas and thrown into a bramble patch.

Pepper: Ouch.

Footballer #1: Ouch indeed. So after picking all the thorns out of me I had to buy a new ball. Do you know how much Jack O Trades charges for a football? And anti-septic cream from Margaret Patricia Post. Then I had to endure her questions as she tried to find out what I wanted the cream for.

Pepper: She does go on a bit and she always knows what's best.

Footballer #1: Things have got better, we've been playing for three hours, and they haven't scored against me yet.

At this moment a ball arcs into shot and hits the back of Footballer #1's head so hard that his head flies off and the ball replaces his head on top of his body.

From off screen.
Footballers #2 & #3: Goal!

	Cut to Footballer #1's head on the ground in the goal. Footballer #1: Is not! Rule 23, goals are only scored when the ball crosses the line. Ball like objects struck by the ball that end up in the net do not score goals, to whit my head. *Cut to Footballer #2 looking smug.* Footballer #2: Yeah but when you go to fetch your head, the ball will cross the line, and it will be an own goal! *Cut to Footballer #1's head on the ground in the goal.* Footballer #1: Not if I do this. *Cut to medium shot of Footballer #1's body and Pepper. Footballer #1 reaches up, pulls the ball off his neck, and gently throws it at Pepper.* Footballer #1: Pepper, catch. *Pepper catches the ball.* *The camera follows the headless body of Footballer as it goes into the goal and picks up his head and screws his head back on. The complete Footballer #1 now returns to Pepper.* *Conversation camera of Pepper and Footballer #1.* *Pepper gives the ball back to Footballer #1.* Footballer #1: Thanks Pepper. Pepper: Have a good match. Footballer #1: No worries mate.

Planning Permission Cutscene	When Pepper knows about the new buildings to the west, and if Bill Ding has told Pepper about his car then he will have different stuff to say. Bill Ding is responsible for all construction on the Island. Bill Ding did not construct the new buildings.
	Conversation camera of Pepper and Bill Ding.

	Bill Ding: Hello Pepper any news on my car. Pepper: No there isn't. Bill Ding: Pity. Pepper: Yeah I know I will find that brick though. Bill, have you run out of normal bricks? Bill Ding: No I haven't. Why do you ask? Pepper: Well there are some new buildings over by **[western location]** and you haven't used the same bricks twice in any of them. Bill Ding: **[western location]**? But I haven't built anything over there. I hate it when people build stuff they always get it wrong. Most people don't know what a load-bearing wall looks like. Only after it's fallen down do they think, maybe that Bill Ding guy should do this for us. Pepper: Uh, I shall be off then, bye.

The Junkyard Cutscene	When Pepper first gets to the junkyard. Simple visual scene showing the junkyard and the lost brick at its centre. The patrolling Brickster-Bots will be very prominent.
	Long shot of the junkyard. The camera slowly pans across the junkyard revealing six Brickster-Bots patrolling along the alleyways. *Then the camera pans back to the middle of the junkyard and zooms in to show a small corral with the glowing lost brick bouncing up and down in it.*

Seen Cutscene	If Pepper is spotted by a Brickster-Bot, while Pepper is in the junkyard.
	Spotting Brickster-Bot puts a flashing light on his head and makes a siren sound as it runs towards Pepper. Each Brickster-Bot has a different coloured flashing light.

Caught Cutscene	If Pepper is caught by a Brickster-Bot inside the junkyard.
	The player loses control of Pepper as the Brickster-Bot drags Pepper to the entrance of the junkyard and throws him out. If Pepper had the brick it will be removed from him and returned to the centre of the junkyard.

Success Cutscene	When Pepper returns with the brick to the Garage. Pepper is rewarded with a brickimal piece. Nubby had tried to use it as a replacement for the brick Pepper has just recovered.
	Medium shot. *Setting inside the Garage.* *Pepper is standing next to a car that is on jacks. Sticking out from underneath the car are Nubby Stevens feet.* Pepper: Nubby I'm back and I have the missing brick. *There is a bang and an ouch from under the car, the car bounces slightly as Nubby forgot where he was and tried to sit up.* *Nubby pushes himself out from under the car and rubs his forehead. Before standing up to face Pepper.* Nubby: Excellent work Pepper, lets see the brick. *Pepper hands the brick over to Nubby. Nubby holds the brick up and turns it around as he examines it closely.* Nubby: Oh well done Pepper, that is definitely the bit we need. N*ubby walks to his workbench and carefully puts the brick down. He then rummages among the objects on the bench. Until he finds a different brick. He comes back to Pepper holding the brick.* Nubby: I tried to use this brick to replace the original but it didn't work. I think it's for a Brickimal. I know you collect them so have this brick.

	Pepper: Thanks Nubby. See you around.

No.38 Diversion Dilemma

Sub Quest Title	Diversion Dilemma
Sub Quest #	10
Story	Nick Brick has set up a road diversion to direct the movie set trucks to the film studio. Once Nick had finished setting up the direction, he noticed that the trucks were going the wrong way. Checking back over his diversions, he found that they were all pointing in the wrong directions. Its' those rascally Brickster bots disguised as road workers.
How to Activate	Talk to Nick Brick
Clue to Quest	Road signs are placed on a number of street junctions and trucks are driving around in circles.
Reward	
Items or Skills needed	Sneak, Toys

Start Cutscene	Pepper talks to Nick Brick
	CAMERA: Starts as a normal conversation. (Nick Brick is standing next to a diversion sign. There are some trees nearby). **Pepper**: What-ya doing Officer Nick? **Nick Brick**: Hello Pepper. I'm supposed to be setting up a diversion so the film prop trucks can make a delivery to the film studio. But every time I set up the directions, they get changed! **Pepper**: Sounds like a mystery case! **Nick Brick**: Mystery indeed Pepper, and if you want you can help me solve it.

	Pepper: Detective Pepper is on the case. **Nick Brick**: Okay then 'Detective Pepper' lets solve the mystery. **Pepper**: Lets hide behind those trees and see what happens. (Pepper and Nick Brick hide behind some trees and watch the diversion sign. A bricksterbot comes along and changes the sign so that it is now pointing in the wrong direction). **Nick Brick**: Ahhh! The bricksterbots have been changing the signs, this was a great idea Pepper, well done. Now see how I deal with naughty bricksterbots. You need to sneak up behind them and give them a double pizza splat using the (---) key. (Nick Brick then leaves his position beside Pepper and goes and double pizza splats the Bricksterbot which will be conveniently standing by the diversion sign). (Pepper walks out to Nick Brick) **Nick Brick**: Now Pepper, you have to go and change each of the road diversion signs so that they point to the film studio and if you find any Bricksterbot's you will have to use your double pizza splat. **Pepper**: No problem Nick…Detective Pepper is on the case. (Pepper under the players control can now turn the diversion signs and where necessary double splat the Bricksterbots that will be turning around the signs). Cutscene End

End Cutscene	Pepper completes the last diversion sign and has dealt with the last Bricksterbot.

	CAMERA: Pans in the air showing the steady flow of trucks into Lego studio. Slowly falls down to Nick Brick and Pepper. **Nick Brick**: Well done 'Detective Pepper' you have done a fantastic job and solved the case. **Pepper**: It was all in a days work Officer Nick Dude..Sir **Nick Brick**: You can join the police force any time! **Pepper**: Thanks Nick, but I think I will stick to pizza! Cutscene End

Mechanics	
	Changing Signs If Pepper continues to change the signs around like Nick Brick, then he will come across the same problem. The aim is to watch a sign after it has been changed, to see the Brickster Bots come along and attempt to swap it. *Brickster Bots* Pepper must disable the Brickster Bots by sneaking up on them as they are switching the signs and hit them with a double pizza splat. They will take a while to change each sign to allow Pepper the chance to sneak up and perform the double splat pizza attack. Once all the Brickster Bots have been disabled the signs will stay correct.

Walk Through	1) Talk to Nick Brick 2) Change the diversion signs. 3) Discover the Brickster Bots 4) Disable all Brickster bots dressed as construction

	workers 5) Change each road diversion pointing the trucks to the film studio. (Talk to Nick Brick)

No.40 Floating Trouble

Name:	Floating Trouble
Story:	[LEGOCHARACTER] has got very excited by the cool movie coming to Lego Island. He has got so excited he has gone out and bought the worlds supply of Cool Movie balloons. He has bought so many that he has taken off and started floating about in the air.
Start Cutscene	*Camera: Normal conversation mode* *Scene: One of the Lego streets.* As soon as Pepper walks within a certain radius from the floating character a cutscene is shown which shows the man suspended in the air and shouting down to Pepper. Pepper then converses with the character and finds out what he must do to get the character down. As Pepper walks into the radius around the [LEGO CHARACTER] the [LEGO CHARACTER] will shout out Peppers name. Pepper will look around and not see anyone. The [LEGO CHARACTER] will call out Peppers name again and then Pepper will look up and see the character in the air. The camera moves up so that you can see both the [LEGO CHARACTER] and Pepper in the same camera view. The most likely camera view will be above the [LEGO CHARACTER] looking down on Pepper. The [LEGO CHARACTER] will be thrashing his legs around as if he is running. He will be holding the balloons with one hand and frantically waving the other hand as if he is trying to catch peoples attention.

	The [LEGO CHARACTER] must be behaving as if he is really scared to emphasise Pepper as saviour and hero. This does not detract from the humour. [LEGO CHARACTER]: Whoa Pepper. Pepper: Hi there [LEGO CHARACTER]. How is it hanging? [LEGO CHARACTER]: Now isn't the time for Jokes Pepper I have got to get down. What if it rains? Pepper: Don't be such a drip. If you get wet we will hang you out to dry. Just stay cool and I will get you down. [LEGO CHARACTER]: No more Jokes Pepper or I will fall. You must find a way to burst the balloons Pepper. It is the only way. You will have to find a way to get higher up. You can do it Pepper. (Laura Brick appears on the scene she has been attracted by all the noise. She will instruct Pepper on how to throw the pizzas but she says that she can't rescue the [LEGO CHARACTER] because she is afraid of heights. Laura Brick: Hi Pepper! What's going on? Pepper: Hi Laura, I am getting [LEGO CHARACTER] down. He's stuck! Laura Brick: Gee that's great Pepper, you will need to shoot the balloons with your pizzas. Why don't you practise with me, (Laura holds her helmet out with one hand) use the (---) key and see if you can hit my helmet. (Pepper knocks the helmet out of Lauras hands) Laura Brick: Well done Pepper! I would rescue [LEGO CHARACTER] myself but I thing I will stay

	here. I don't want you to think I am scared of heights that's definitely not the reason I won't climb up! Pepper: Ok I will work it out, don't let go up there! [LEGO CHARACTER]: I won't
If Pepper drops out of the quest.	The player has control of Pepper and can do what he likes. The player can leave the whole quest in which case the footballer stays where he is until Pepper returns. Laura will have to be present too.
	Pepper: Hi [LEGO CHARACTER]. [LEGO CHARACTER]: Oh great…can you try and get me down now? Pepper: Sure. I will just need to get a bit higher.
Story	Pepper must now get higher up. There will be some boxes or stepping objects beside a house. Pepper must climb onto the roof of a building and then jump off one roof onto another. From the new roof he must tightrope to another roof and then climb boxes on that roof to another roof. From this final roof Pepper will be at the right height to shoot at the Lego Character. He must fire at the balloons. The character will remain where he is until there is one balloon left. When the last balloon is burst the character will be suspended in the air for a second desperately scrambling around in the air. He will look at Pepper, say something and fall to the ground. His actual fall will not be seen, there will be the shot of him starting his descent, then camera shake to emphasise the impact from the fall. Pepper can then jump down and talk to the Lego character.
Start Cutscene	Once Pepper has got onto the appropriate roof he can start firing Pizzas at the balloons. If Pepper falls off the roof he can just climb up again and carry on from where he left off.

	This continues to the last balloon. The final balloon popping starts another cut scene. The balloon pops. The character is suspended in the air for a second he looks towards Pepper at the same time and says: [LEGO CHARACTER]: Thanks pepper and then starts his descent. His descent is not seen. The camera stays in a position so that he falls down out of the camera view. There is then a big crash and camera shake to emphasise the fall. The camera can then move down to the Lego Character who will be lying on the ground and have stars spinning around his head.
Story	Pepper can now jump down to the player who will stand up after a time independently of what Pepper does. The Lego Character will run idling animations until Pepper talks to him again. **Note:** Pepper does not have to talk to the man again. This sub-quest can be left in this state. Pepper has learned the skill and can do what he likes. There is an ending cut scene though which is intended to be gone through.
Start Cutscene	Pepper: That was a nasty fall you want to be careful. You could hurt yourself. [LEGO CHARACTER]: Your right there Pepper. Thanks a lot for getting me down. Pepper: That's ok…Try to keep your feet on the ground from now on. [LEGO CHARACTER]: I'll try. Laura Brick: Yes well done Pepper. I couldn't have done better myself! Pepper: Thanks…see ya!

Player Rewards	Player learns the pizza throwing skill
How to activate sub-quest	Sub-quest is activated by Pepper walking within a certain radius of the man in the air.
Clue to Quest	The clue to the quest is the sight of the man floating in the air with tons of balloons.
Items or skills needed	Peppers pizza throwing skill
Game Mechanics	The game mechanics involve Pepper thowing a pizza and the route onto the roof so that he can do it. The other unique aspect is firing at a floating object.
Walkthrough	39. Walk near to [LEGO CHARACTER] floating in the air. 40. Speak to [LEGO CHARACTER] 41. Get Pepper up to the appropriate height 42. Pepper bursts the balloons with his pizzas 43. The Lego Character falls 44. Pepper can go back at any time for the final cutscene.

No.41 Short Sighted

Sub Quest Title	Short Sighted
Sub Quest #	12
Story	Valerie Stubbins cannot find her binoculars, which she needs to keep a watch on the beach goers. She last had them in the morning when she put them on her watchtower. It was about the same time that a Brickster bot was sunbathing. Valerie asks Pepper to keep an eye out for them.
How to Activate	Talk to Valerie Stubbins
Clue to Quest	
Reward	
Items or Skills needed	Sneak, Double Pizza Splat

Start Cutscene	Pepper speaks to Valerie Stubbins
	CAMERA: Starts as normal conversation. **Pepper**: Hi Valerie, hows it going? **Valerie Stubbins**: Hi Pepper, everything is great, or it was till this morning. **Pepper**: Why? **Valerie Stubbins**: Well, id just finished my watch….. *CAMERA: Cuts to flash back.* *Valerie Stubbins jumps off her watchtower and puts the binoculars on the hook before walking off camera.* **Valerie Stubbins**: And I put my binoculars on the watchtower hook before leaving for lunch. But when I came back they were gone. **CAMERA: Back to Pepper and Valerie Stubbins** **Valerie Stubbins**: What's worse is that I need them to continue my beach watch. **Pepper**: Do you have any idea where they could be? **Valerie Stubbins**: Well I did see a suspicious looking character… *CAMERA: Flash back of Valerie Stubbins watching from the watchtower.* **Valerie Stubbins**: While I was on watch. *CAMERA: (FLASH BACK) Pans around to see a Brickster Bot sat on a beach towel, eyeing up people as they walk past.* **Valerie Stubbins**: I couldn't say for sure though. But if it was a Bricksterbot you will need to sneak up behind it and give it a pizza double splat using the (----) key.

	Pepper: Hmmmm, well I can keep an eye out for you miss Stubbins. **Valerie Stubbins**: That will be fantastic Pepper, and if you find them, I'll give you a special prize. Pepper: Cool, I'm on it. Cutscene End

Brickster Bot Cutscene	Pepper spots a Brickster Bot parading with a pair of binoculars
	CAMERA: Sits behind Pepper's shoulder, watching the Brickster Bot charging around with binoculars attached to its head. **Pepper**: Looks like we've found our man! Cutscene End

End Cutscene	Pepper returns the binoculars to Valerie Stubbins
	CAMERA: Follows Pepper as he walks to Valerie Stubbins. **Pepper**: One pair of binoculars Miss Valerie Stubbins. **Valerie Stubbins**: Oh Pepper that's fantastic, with my binoculars back I can watch the people on the beach all day. **Pepper**: it was no problem. End Cutscene

Mechanics	
	Approaching the Brickster Bot Pepper must use 'Sneak' and walk up behind the Brickster Bot, to get near enough to attack. If Pepper tries any other technique the Brickster Bot

	with its superior vision spots Pepper and runs off to a new location. *Defeating the Brickster Bot* Once Pepper has sneaked up behind the Brickster Bot, he must then use the 'Double Pizza Splat' to disable it, before getting the binoculars. If Pepper tries to throw a pizza at the Brickster Bot, it will spot it and run away. *Collecting the Binoculars* Once the Brickster Bot has been disabled Pepper will automatically receive the binoculars.

Walk Through	1) Talk to Valerie Stubbins 2) Search around the area for a Brickster bot with binoculars. 3) Disable the Brickster bot (Can only be done from behind due to his extra sight). 4) Retrieve the binoculars. 5) Travel back to the beach 6) Talk to Valerie Stubbins.

No.42 Backwords

Sub Quest Title	Back –Words
Sub Quest #	6
Story	DJ has been frantically spinning his tunes at Lego Islands Radio station; he has been spinning them so frantically that they have gone into reverse. What's worse is that DJ himself has started talking backwards. Pepper must work out what DJ is telling him and act to fix DJ's dilemma.
How to Activate	Speak to DJ outside the Radio Station
Clue to Quest	The music that plays around the station is backwards

Items or Skills needed	

Start Cutscene	Pepper Speaks to DJ
	CAMERA: Starts in normal conversation **Pepper**: What's with the music DJ? Sounds all stupid. (Talking Backward) **DJ**: Erm. I think I broke the decks Pepper all my music is playing backwards. **Pepper**: Huh, I cannot understand…what?!? **DJ**: I said, all my music is playing backward! (Tries mimicing DJ) **Pepper**: shuwap waaid muaaa yymm llaa dis, What does that mean? **DJ**: I'm talking backwards as well. Ohh noo! Get technician Bob, this is terrible. **Pepper**: I haven't a clue what your trying to say DJ dude **DJ**: I don't think he can understand what I'm trying to say. Okay Pepper I'll speak slowly. **Pepper**: Try Speaking slowly then I might understand. **DJ**: Okay……..Pepper……you ……must……get…….technician…….Bob……..and…. ….see……if …….can……help. Cutscene End

DJ Talk Again	If Pepper speaks to DJ a second time.
	CAMERA: Starts in normal conversation.

	DJ: Have…you…..spoke……to……technician….Bob….Yet? Cutscene End

Technician Bob Cutscene	Pepper Speaks to Technician Bob
	CAMERA: Starts in normal conversation **Pepper**: Hey Technician Bob, can you help me out? **Technician Bob**: I've always got time to help you out Pepper. What's up. **Pepper**: Its DJ, his radio station music is playing all funny. **Technician Bob**: Oh dear, that's not good, I like to listen to his station in the afternoon, he plays some groovy tunes. **Pepper**: They sure don't sound groovy now Bob. **Technician Bob**: Well we'll have to look into that. **Pepper**: oh Technician Bob, I nearly forgot, its DJ himself, he is also speaking funny, just like his music. **Technician Bob**: Well that's even worse Pepper, we must get there quickly. I'll grab my tools and meet you there. **Pepper**: Cool Cutscene End

DJ Station with Bob Cutscene	Pepper arrives at the DJ Station just before Technician Bob

	CAMERA: Pans over to Technician Bob and DJ **Technician Bob**: Well what's wrong DJ? **DJ**: I'm not sure Bob, something has gong terribly wrong, Pepper couldn't understand me. **Technician Bob**: Pardon, what do you say? **DJ**: Oh no its you as well. **Technician Bob**: Sorry I didn't get that. **DJ**: Help……I think……everything……is ….backwards… **Technician Bob**: Hmmm, this is strange, it sounds like he is talking backwards. *DJ nods his head enthusiastically* **Technician Bob**: Ah, why didn't you say so……erm, I suppose you couldn't. Never the matter we will soon have this cleared up. *Technician Bob strolls off into the DJ Station, and sond of drills and hammers can be heard. The backwards music starts slowing down until it eventually loops over to the right way around. Technician Bob emerges form the DJ Station.* **Technician Bob**: There we go, all fixed. (Forward) **DJ**: Thanks very much Technician Bob, hey it came out the right way, I'm cured. **Technician Bob**: Ah it was simple, you'd put the record on the wrong way round. **DJ**: Oops, silly me. *DJ Turns to Pepper*

	DJ: Thanks Pepper, I wouldn't have been save if it weren't for you. **Pepper**: it's no problem DJ Dude,just make sure you dedicate the next song to me. **DJ**: You bet, Pepper, Dude I'll send it out in Stereo. Cutscene End

Walk Through	1) Speak to DJ 2) Decipher his message 3) Go to Technician Bob 4) Travel back to DJ and wait for Bob 5) Bob will fix the radio station, which in turn will cure DJ

No.43 Plane Licence

Title	**Plane Licence**
Story	Before Pepper can fly in the Plane Chase subgame he will have to get a flying licence. To do this he will have to meet Technician Bob at the airstrip. Technician Bob will fly in front of Pepper and guide him through a simple course of floating rings.
Quest Activation	Talk to Block Buster at the Airstrip (after being sent there for the Plane Chase subgame).
Clue that a Quest is Available	Block Buster tells Pepper that they need a flying licence.
Notes	The player gains a Flying Licence when they successfully complete this quest. The player also unlocks all of the flying vehicles in the game.

Walkthrough	1. Go to Airstrip for Plane Chase. 2. Talk to Blockbuster. 3. Talk to Technician Bob.

	4. Get into plane. 5. Follow Bob around a floating ring course.

Clues During Quest	
Other Islanders	

Plane Licence Course	The course for the Plane Licence is a simple circuit of floating rings, above LEGO Island. The player takes of from the airstrip, flies around the course and then lands at the airstrip.

Game Mechanics	The flying is a simplified version of the flight model used in Plane Chase. Technician Bob will be flying in front of Pepper in his own plane. The ring that Pepper has to fly through next will be highlighted. When Pepper flies through a ring it will disappear and the next ring will highlight. The player will fail the quest if they miss any of the rings. If the player falls too far behind Technician Bob, then they will fail as well. When the player fails they will have the option of restarting

Start Cutscene	This cutscene is when Pepper arrives at the Airstrip for the Plane Chase subgame.
	Conversation camera of Pepper talking to Block Buster. Block Buster is standing next to a plane with its engine cover open and the legs of the mechanic dangling out it. Pepper: Hello Block Buster, I'm a little worried about this next scene as I don't have a flying licence. *As Block Buster gets into his rant his hand gestures will get more expansive. The camera will pull back slightly to*

	show Peppers surprise at Blocks rant. Phil Film and Liam Lens who are used to these rants just exchange significant glances before getting on with setting up for the filming. Block: Oh, ah, well that answers my next question. These union rules licence this licence that, gah! How is a man supposed to get any work done here? I have to spend half my life on pointless bureaucracy. If you want a light changing you have to get the gaffer. Oh no sir you can't stand on that chair you have to use this government-approved stepladder. *Block Buster calms down.* Block: Sorry where was I. Pepper: I was telling you I need a flying licence. Block: Okay, it shouldn't take long to get you a licence. *Block Buster pulls out his megaphone and holds it up to his mouth. And shouts out.* Block: WHO DO I HAVE TO SEE FOR A FLYING LICENCE. *There is a bonk followed by an ouch from the person in the engine of the plane. Then a slightly greasy Technician Bob drops from the engine of the plane.* TBob:I issue the flying licences around here. Block: Good *Technician Bob cuts off Block Buster before he can finish saying good.* TBob:Want to learn to fly Pepper. Pepper: Is LEGO made of plastic?

	Fade out. *Control screen for air vehicles is displayed.* *Camera fades in with Pepper in a plane and Technician Bob in a plane in front of Pepper.* TBob:Follow me Pepper. *Sub-Quest starts.*

Pepper Misses a Ring Cutscene	If Pepper misses any of the floating rings then the quest restarts.
	Camera fades out. *Camera fades back in with Pepper and Technician Bob at their starting positions on the airstrip.* TBob:Oops, you missed a ring there Pepper. Not to worry lets start again.

Pepper Flies Too Slow Cutscene	If Pepper flies too slowly and Technician Bob gets too far ahead the quest restarts.
	TBob:Pepper, where are you. *Camera fades out.* *Camera fades back in with Pepper and Technician Bob at their starting positions on the airstrip.* TBob:Pepper your going a bit too slow. I know you can keep up, so lets try once more.

Success Cutscene	When the player succeeds at the flying licence which involves landing.
	Long shot. The planes taxi to the end of the runway. A small crowd of onlookers runs over to Peppers plane as Pepper climbs out. *The camera cuts to a medium shot of Pepper surrounded by friends. Pepper is ecstatic. As Pepper talks he makes*

	motions with his hands of a steep climb, and a Split S. Pepper: That was so cool, and then I looked up and saw the ground above me. *Technician Bob shoulders his way through the crowd.* TBob:I haven't seen flying like that in a long time. Have this you deserve it. *Technician Bob hands over a flying licence to Pepper.*

No.47 Spanner Sandwich

Spanner Sandwich (A): Part 1

Sub Quest Title	Spanner Sandwich (A)
Story	Nubby Stevens is sat at the garage looking very puzzled. It seems that his toolbox was been switched with a lunch box, which containing sandwiches and suntan lotion. What's worse is that the car Nubby is supposed to be fixing is due back in the afternoon, and it will never get finished with sandwiches and suntan lotion. Snap Lockett is sat at the beach, he is experiencing a similar problem to Nubby. Having arrived at the beach in hope to do a spot of sunbathing and sandwich eating, he found that his lunch box only contained spanners. It seems that when Snap Lockett and Nubby Stevens met earlier that morning at the post office, they left with each other's box.
How to Activate	The sub quest is activated when Pepper speaks to Nubby Stevens at the garage.
Clue to Quest	Nubby is sat down in front of a car, with a toolbox full of sandwiches and suntan lotion.

Clues in Quest	When Pepper talks to the islanders during the quest, some will hint to Pepper that someone with suntan lotion will be sun bathing. Others will say Most people sunbathe on the beach.
Notes:	This same sub quest can be played from Snap lockett's point of view. Although it is treated as a separate sub quest the completion of either will cancel the other out.
Quest Reward:	Upon completing the quest Pepper will receive a brick.

Walkthrough	
	1. Go to Garage 2. Talk to Nubby Stevens 3. Receive Lunch Box 4. Travel to Beach 5. Talk to Snap Lockett 6. Trade Lunch Box for Tool Box 7. Travel Back to Garage 8. Give Tool Box to Nubby Stevens

Start Cutscene	Talk to Nubby Stevens at the garage
	CAMERA: Starts as a normal conversation. **Pepper**: What's up Nubby Dude? **Nubby Stevens**: I'm having trouble fixing this car Pepper, and it has to be finished by this afternoon. **Pepper**: I thought you could fix anything? *CAMERA: Pans down to Nubbys toolbox as he speaks.* **Nubby Stevens**: Yea, but when I came to put the wheels on the car, my trusty ol' spanners weren't in the toolbox. Instead I find that my toolbox is full of sandwiches and suntan lotion. And you cannot fix a car with those, I should know, I've already tried.

	Pepper: Whose sandwiches are they then? **Nubby Stevens**: I don't know but they're going to have a shock. Spanners don't make good sandwiches Pepper, I should know I've already tried. **Pepper**: That's Bogus Nubby, we need to get you the spanners back, quick. But who could have them? **Nubby Stevens**: Well Pepper, I think the suntan lotion means that who ever has them was planning on doing a spot of sunbathing today. **Nubby Stevens passes Pepper the lunch box** **Pepper**: I'll find the owner of the lunch box Nubby man. No problem. **Nubby Stevens**: Thanks Pepper. End of Cutscene

Snap Lockett Cutscene	Talk to Snap Lockett
	CAMERA: Starts as normal conversation. **Snap Lockett**: Hey Pepper, check this out. I came to the beach to catch some rays, I'm working on my tan. But when I came to open my lunch box, all I found was spanners. How weird is that? **Pepper**: you'll want this then. *Pepper hands Snap Lockett his lunch box.* **Snap Lockett**: Whoa, Pepper this is cool, where did you find it? **Pepper**: Nubby Stevens was trying to fix a car with the sandwiches.

	Snap Lockett: Oops, not good. We must have picked up the wrong boxes while we were chatting at the post office this morning. Thanks for the sandwiches, you know I get hungry while sunbathing. **Pepper**: Don't for get to put on the suntan lotion. **Snap Lockett**: Your right Pepper, no one is too good for suntan lotion. *Snap Lockett hands Pepper the toolbox.* **Pepper**: That's right dude. End of Cutscene.

End Cutscene:	Talk to Nubby Stevens
	CAMERA*:* Positioned side on to Pepper and Nubby Stevens *Pepper gives Nubby Stevens the Toolbox.* **Nubby Stevens**: Wow, Thanks Pepper. I can get this car finished early now and then go and have a bite to eat. *Nubby looks around as if he is searching for something.* **Nubby Stevens**: Now where is my sandwich box?…….. **Pepper**: Uh oh! **Nubby turns around and picks up a box from the floor** **Nubby Stevens**: ahh here it is. End of cutscene.

Spanner Sandwich (B) Part 2

Sub Quest Title	Spanner Sandwich (B)
Story	Snap Lockett is sat at the beach looking very puzzled. It seems that his lunch box has been switched with a toolbox, containing spanners. What's worse is that he was planning on doing some sunbathing, and without his sun tan lotion he won't be able to. Nubby Stevens is having a similar problem at the garage. He is fixing a car, which has to be done by the afternoon. But his toolbox has been switched with a lunch box, containing sandwiches and suntan lotion. It seems that when Snap Lockett and Nubby Stevens met earlier that morning at the post office, they left with each other's box.
How to Activate	The sub quest is activated when Pepper speaks to Snap Lockett at the beach.
Clue to Quest	Snap is sat on a beach towel shaking his head and staring at a toolbox full of spanners.
Clues in Quest	If Pepper talks to people during the quest, some will point out that mechanics or technicians use spanners.
Notes:	This same sub quest can be played from Nubby Stevens's point of view. Although it is treated as a separate sub quest the completion of either will cancel the other out.

Start Cutscene	Talk to Snap Lockett
	CAMERA: Starts as a normal conversation. **Pepper**: Catching some rays Snap man? **Snap Lockett:** I should be Pepper Dude, but I can't. **Pepper**: why not?

	Snap Lockett: Well, I packed sandwiches and suntan lotion in my lunch box this morning, but when I arrived here, it contained spanners. *Snap Lockett holds up the toolbox full of spanners.* **Pepper**: Whoa, they don't look like tasty sandwiches. **Snap Lockett:** I know, and with out my suntan lotion I cannot sunbathe. My lunch box must have been switched, but by who? **Pepper:** I don't know, but I can sure help you find out. **Snap Lockett:** Wow that would be cool Pepper, you are the dude. **Snap Lockett brings his hand up to his chin in deep thought** **Snap Lockett:** Now, who uses Spanners? End of Cutscene

Technician Bob	If Pepper talks to Technician Bob asking if the Spanners are his
	CAMERA: Starts as a normal conversation Pepper: Bob, have you lost any spanners. Technician Bob: Ohh, hi Pepper, what's that? Spanners you say? I don't think I've lost any. *Technician Bob starts to look through his tool kit.* Technician Bob: Erm no. well erm. **Technician Bob turns back to Pepper** Technician Bob: Nope, I got all my trust ol' tools right

	here in my tool box. Pepper: ohh, do you know anyone that has? Technician Bob: Sorry Pepper, I've been too busy with my new invention. I can show you if you want? Pepper: Sorry Bob Man, I got to dash. Technician Bob: Come back soon then Pepper.

Nubby Stevens Cutscene:	Talk to Nubby Stevens
	CAMERA*:* Starts as a normal conversation. **Pepper**: Hey Nubby, How's it going? **Nubby Stevens Looks up** **Nubby Stevens:** Ohh, hey Pepper. **Pepper**: Whoa, you don't sound good, what's up. **Nubby Stevens:** Well I've got this car to fix for this afternoon, and my spanners have gone. I went to open my toolbox and all I found were sandwiches and suntan lotion. **Pepper**: Ahhh, I see. I think you have got Snap Lockett's lunch box. **Nubby Stevens:** Ehh, what do you mean? **Pepper passes Nubby Stevens his toolbox** **Nubby Stevens:** Hey, Pepper you found my toolbox, wow that's great. You say Snap Lockett had this. It makes sense now, we must have picked up the wrong boxes after we were talking in the post office this morning. Thanks Pepper dude.

	Nubby Stevens passes Pepper the Lunch box. End of cutscene.

Snap Lockett Cutscene:	Talk to Snap Lockett
	CAMERA: Starts as a normal conversation. **Pepper**: Hey Snap! I got your lunch box. **Snap Lockett**: Really Pepper, that's great and with plenty of sun bathing time to spare. **Pepper passes Snap Lockett his lunch box** **Snap Lockett**: Cheers Pepper Dude. End of cutscene.

Walkthrough	
	1. Go to the beach 2. Talk to Snap Lockett 3. Receive the toolbox 4. Go to the garage 5. Talk to Nubby Stevens 6. Trade toolbox for lunchbox 7. Return to beach 8. Talk to Snap Lockett 9. Give him lunch box

No.48 Flying Chair

Title	**Flying Chair**

Story	Technician Bob is working on a special gizmo that will allow ground vehicles to fly. He tested it on a chair but didn't tether it so now the chair is floating around. Bob needs the chair back as it has his current gizmo on it, as well as the LAFTA that powers the gizmo. To recover the chair, Pepper will have to fly up to where it is, and grab it. This will be easier with the helicopter then with the plane. Once Pepper has the chair he can land and return it to Technician Bob.
Quest Activation	Talk to Technician Bob.
Clue that a Quest is Available	A chair floating around above space mountain.
Notes	

Walkthrough	1. Talk to Technician Bob. 2. Get a flying vehicle. 3. Fly close to the flying chair. 4. Land. 5. Return to Technician Bob on Space Mountain.

Clues During Quest	
Other Islanders	

Gameplay	The chair is very playful. When Pepper gets close to the chair it will dart away. The chair will lead Pepper on a merry chase for a few minutes before tiring and just hovering so it can be caught. The chair can be caught quicker. The chair doesn't look up, so if Pepper hovers above it he can bring himself down to the chairs height and grab it before the chair knows Pepper is there.

Starting the Quest	Talking with Technician Bob will start the quest. Bob will tell Pepper about his new flying gizmo. How it is powered by a LAFTA. As LAFTA's inflate your ego and an inflated ego can make you fly. Unfortunately an inflated ego knows best and will ignore instructions. Can Pepper fly up to the chair, grab it and return the chair to Bob.
	Medium shot of Technician Bob. *Setting the top of Space Mountain.* *Technician Bob is looking up, waving his fist and shouting.* TBob:COME BACK HERE THIS INSTANT. Pepper: What's going on here Bob. *Technician Bob points up.* TBob:Can you see that chair. *The camera pans up to show the chair floating in the sky. Then cuts back to conversation camera of Pepper and Technician Bob.* Pepper: Yep I can see it. TBob:It's supposed to be a flying chair, but it just floats there and ignores me. Pepper: Maybe it can't hear you. TBob:Oh it can hear me alright, its just too self important to listen to me. Pepper: Anything I can do to help? TBob:Yes Pepper there is. Can you fly up there, grab the chair, and get it back to me, so I can sort out my flying invention.

Ending the Quest	Returning the chair to Technician Bob completes the quest. Bob will thank Pepper and give him the LAFTA as it is too difficult to use as a flying power source. Bob will also mention how he is testing the components that he hopes to use to make a super vehicle.
	Conversation camera of Pepper and Technician Bob. Setting the top of Space Mountain. *Pepper carefully pulls the chair out of his backpack and carefully hands the chair to Technician Bob. The chair is struggling.* *Pepper rubs his back.* Pepper: Ouch it kicked me. TBob:Sorry Pepper, it does seem a little feisty. I'm going to have to dismantle it now. *Technician Bob carries the chair over to a work bench and straps it down.* *Medium shot of Pepper and Technician Bob.* *Technician Bob is at a workbench, over his shoulder is Pepper. Technician Bob is working on the chair. Instead of the camera changing position to look at the face of the person talking. Both peoples faces can be seen so the camera stays put.* Pepper: That bad huh? TBob:Yes. I thought that using a LAFTA to inflate the chairs ego so much that it would float would work really well. Pepper: So what went wrong? TBob:I had to inflate the ego so much that the chair thought it was the most important thing in the world. So it wouldn't listen to instructions. Makes this design completely useless for what I had in mind. Hmm,

	going to have to find a different way to make things fly. Pepper: How about an aeroplane. TBob:Aeroplanes can already fly, I'm trying to make a car fly. Pepper: I see, I think. TBob:Pepper you might as well have this LAFTA as it's of no use to me anymore. Pepper: Wow thanks Bob.

No.51 Plane Challenge

Title	**Plane Challenge**
Story	Pepper bumps into the Super Stationmaster and brags about how he can fly now. Super Stationmaster challenges Pepper to get a plane and see if he really is as good at flying as he says he is. Once Pepper is in a plane the Super Stationmaster will fly off leaving a magical trail behind him. Pepper has to follow in his plane and try to keep his path as close to the trail as possible. Super Stationmaster's first trick is a loop the loop around a bridge, then after a bit of low level flying, his final trick is to fly between a thin gap between buildings.
Quest Activation	Talk to Super Station Master after getting the flying licence.
Clue that a Quest is Available	None.
Notes	

Walkthrough	1. Talk to Super Stationmaster. 2. Get a flying vehicle at the airstrip. 3. Follow Super Stationmaster in a loop the loop. 4. Follow the low flying trail. 5. Spiral around Space Mountain.

	6. Play chicken with the ground. 7. Fly sideways between two buildings.

Clues During Quest	
Other Islanders	

Air Challenge Course	The course is marked by the persistent trail left by Super Stationmaster. After take off the course heads to a bridge. This bridge is flown under and then the course climbs up and over to perform a loop centred on the bridge. After the bridge the course weaves between trees and hills (similar to the speeder bikes in Return of the Jedi). Then the course becomes a climbing spiral around Space Mountain. Once at the top of the mountain the course dives towards the ground, levelling out just before impact. The last stunt is too fly between two tall buildings. The gap between the buildings is too narrow for the planes wings to fit between, Pepper will have to roll his plane sideways to fit between the buildings. Finally, the course returns to the airstrip.

Game Mechanics	The player has to keep within a certain radius of the trail left by Super Stationmaster. If the player strays to far from the trail they will fail the challenge.

Pepper Brags Cutscene	This cutscene is used when Pepper talks to the Super Stationmaster after getting the flying licence.
	Conversation camera of Pepper and the Super Stationmaster. The Super Stationmaster is in his super hero outfit and is hovering slightly above the ground. SSM: Good day Pepper! Pepper: Hello Super Stationmaster, guess what, I can fly now. SSM: Really that is interesting.

	Pepper: Yes, I can loop, dive, and roll, I soar like a bird. I bet I could out fly you. SSM: Pepper you know I cannot refuse a bet, do you really think you can out fly me?
Player accepts challenge	Pepper: I think I'm good enough. SSM: Well, meet me down at the airstrip, I shall be waiting for you. *Super Stationmaster turns and flies gracefully off towards the airstrip. The camera pans to follow his flight.*
Player backs down from the challenge	Pepper: Uh, maybe not. You are a super hero after all. SSM: Thank you Pepper. If you change your mind, you know where to find me.

Not Good Enough Cutscene	If Pepper gets too far off course then they fail the challenge and they are given the option of trying again.
	Race camera. Super Stationmasters voice can be heard in the distance. SSM: Let's see how Pepper is doing. Hello, where's he gone? He should be right behind me. *Camera fades out.* *Camera fades back in with Pepper and Super Stationmaster back at the airstrip. Super Stationmaster is floating in the air next to the cockpit so he is at a comfortable conversation distance from Pepper.* SSM: You wandered off a bit Pepper. Good show so far, but you still haven't proved that you're a better flyer then me. So do you fancy another crack at the Super Stationmaster Flying Challenge?
Pepper retries	SSM: Wonderful, up, up, and away.
Pepper quits	SSM: Another time Pepper.

Completion Cutscene	If the player manages to stay close to the path and complete the quest.
	Long shot, side view of Peppers plane taxiing along the runways. Super Stationmaster is flying alongside the plane and holding on to the wing, near the cockpit. *Camera closes into a medium shot, framing Pepper in the cockpit and the Super Stationmaster alongside.* *The Super Stationmaster sounds slightly out of breath.* SSM: Well, done, Pepper, that, was, great, flying. *Super Stationmaster catches his breath* SSM: If you're not already better then me at flying, you soon will be. I think you've won the bet. I really ought to give you something. *Super stationmaster pats his pockets as he looks for a gift for Pepper.* SSM: Aha! I knew I had something. Here you go Pepper.

No.52 Flying Tour

Title	**Peppers Flying Tour**
Story	Block Buster would like to see LEGO Island from the air. Now that Pepper can fly he can take Block around the Island. Block will ask Pepper to fly to a landmark, e.g. The Information Centre. As Block is impatient a timer will appear and Pepper has to get through the ring floating over the Information Centre before that timer has run out. Once that is done Block will say ok, now show me Space Mountain. Pepper will be given a new time limit and a ring will appear over Space Mountain.
Quest Activation	Talk to Block Buster after getting the flying licence.
Clue that a Quest is Available	Block Buster at the airport standing at the end of the runway with his thumb up like a hitchhiker. All of the film crew will wonder where Block Buster has

	gone. One of them will mention that Block likes flying but can't fly himself.
Notes	

Walkthrough	1. Talk to Block Buster at the airport. 2. Get into a plane at the airport. 3. Fly to the Information Centre. 4. Fly to Space Mountain. 5. Fly to Res-Q-HQ. 6. Fly to Peppers House. 7. Fly to the Harbour. 8. Fly to LEGO Studios. 9. Return to the airport.

Clues During Quest	The holographic Infomaniac is available as a navigator.
Other Islanders	

Game Mechanics	When Block Buster asks to be taken to a location a ring will appear over that location. A timer also appears. The player has to fly through the ring over the location within the time set by the timer. If the player fails to reach the ring in time the player fails the quest. The timer is very generous as this is a tour not a race. Once the player has flown through a ring that ring disappears. If the player gets through all of the rings within the time limit then they and return to the airport they successfully complete the quest.

Phil Film Clue Conversation	This is a clue to there being a quest available involving Block Buster.
	Conversation camera of Pepper and Phil Film. Pepper: Afternoon Phil, is everything ready for the

	next shoot. Phil: Yes and No. All the equipment is ready but we've lost Block Buster. So its lights, camera, inaction. Pepper: It wasn't creative differences was it? Phil: No, thankfully. Block Buster went off to the north seeking inspiration. If you see him ask him to come back we can't film without him. Actually we can but he gets terribly upset. Pepper: Okay if I see Block Buster I'll let him know that you're ready for him.

Liam Lense Clue Conversation	This is a clue to there being a quest available involving Block Buster.
	Conversation camera of Pepper and Liam Lense. Pepper: Hello Liam, quiet here isn't it. Liam: Yeah, we're all set up but Block Buster has disappeared. Pepper: Oh dear, have you any idea where he went. *Liam waves his arm vaguely north.* Liam: Over there somewhere. Pepper: See you later, dude.

Belinda Blink Clue Conversation	This is a clue to there being a quest available involving Block Buster.
	Conversation camera of Pepper talking to Belinda Blink. Belinda is nervously playing with her clapperboard. Pepper: Hi Belinda, are you okay you look kind of worried. Belinda: Oh Pepper, Block Buster has gone missing.

	Pepper: Uh oh. Well if I see him I'll let him know that you're worried about him. *Belinda drops her clapperboard and holds her hands up to her mouth.* Belinda: No don't do that! Please Pepper don't tell him that I'm worried about him. Promise me Pepper. Pepper: Okay, I won't tell him that your worried, but I will find him. *Belinda lowers her hands and smiles at Pepper.* Belinda: Thank you Pepper.

Penelope Puff Clue Conversation	This is a clue to there being a quest available involving Block Buster and the location of Block Buster.
	Conversation camera of Pepper and Penelope Puff. Penelope: Hello Pepper your face is looking a little shiny. I've got some powder I can use to stop you reflecting the lights. *Pepper looks horrified for a moment.* Pepper: No that's alright. Um, have you seen Block Buster recently. Penelope: No, but he's probably at the airport. Pepper: What! Is he leaving? Penelope: No, he just likes planes. It's a pity, he likes planes so much, but he hasn't been able to learn to fly, he doesn't have the knack for it. Pepper: Thanks Penelope I'll talk to him at the

	airport.

At the Airport Cutscene	This is the cutscene where Pepper meets Block Buster and is offered the quest.
	Conversation camera of Pepper and Block Buster. Block: They're beautiful aren't they. Pepper: Huh what. Block: The planes Pepper. Pepper: Yes lovely. Block: Pepper would you take me on a flight? I would love to see LEGO Island from the air.
Pepper Accepts	Block: Excellent lets get started. *Camera fades out.* *Camera fades in with Pepper and Block Buster in a two seater plane.*
Pepper Refuse	Block: Oh well some other time maybe.

Take me to the Information Centre	Once they are flying the first location that Block Buster wants to see is the Information Centre.
	Race camera of Pepper and Block Buster in the plane. Block: Ah! The joy of flying. Right Pepper lets go buzz the Infomaniac at the Information Centre. *Camera cuts to the Information Centre. A floating ring appears over the Information Centre.* *Camera cuts back to the race camera of the plane.*

Take me to Space	The next location to visit is Space Mountain.

Mountain	
	Race camera of Pepper and Block Buster in the plane. Block: He, he. Take us up higher Pepper. Up to the top of Space Mountain. *Camera cuts to Space Mountain. A floating ring appears over Space Mountain.* *Camera cuts back to the race camera of the plane.*

Take me to the Res-Q-HQ	From Space Mountain the tour takes us to the Res-Q-HQ.
	Race camera of Pepper and Block Buster in the plane. Technician Bob is waving up at the plane Block: Marvellous, such a lovely view. *Block Buster leans out of the plane. And shouts down to Bob.* Block: AHOY BOB YOU LOOK TINY DOWN THERE. Block: Think Block old boy where else is interesting. Take us down to the Res-Q-HQ. *Camera cuts to the Res-Q-HQ. A floating ring appears over the Res-Q-HQ.* *Camera cuts back to the race camera of the plane.*

Take me to Peppers House	The next location to visit is Peppers House.
	Race camera of Pepper and Block Buster in the plane. Block: Hmm, Pepper little pilot dude. Why don't you take us to your house. I still don't know where you live. *Camera cuts to Peppers House. A floating ring appears*

	over Peppers House. *Camera cuts back to the race camera of the plane.*

Take me to the Harbour	The penultimate location is the harbour.
	Race camera of Pepper and Block Buster in the plane. Block: What a cute little place you have Pepper. *Pepper bristles slightly.* Pepper: Hey! Its big enough for me. Not all of us can have big millionaire mansions, or want them. Block: Calm down Pepper. Lets fly-by the Harbour. *Camera cuts to the Harbour. A floating ring appears over the Harbour.* *Camera cuts back to the race camera of the plane.* Pepper: But we've been near there already. Block: Well I want to go back.

Take me to LEGO Studios	The last place to visit is the LEGO studios.
	Race camera of Pepper and Block Buster in the plane. Block: I can't see my yacht from up here. Never mind. I want to see LEGO Islands greatest building, my LEGO Studios. *Camera cuts to LEGO Studios. A floating ring appears over LEGO Studios.* *Camera cuts back to the race camera of the plane.*

Back to the	When all of the places have been visited its time to return

Airport	to earth.
	Race camera of Pepper and Block Buster in the plane. Block: I've seen enough now Pepper, lets get back, I've got work to do. *Camera cuts to the Airport. A floating ring appears at the Airport.* *Camera cuts back to the race camera of the plane.*

Too Slow Cutscene	If Pepper cannot get to a location quick enough then he fails the quest and is given the option to start again.
	Race camera of Pepper and Block in a plane. Block: Are we going to get there today, Pepper? Pepper: What! I'm doing the best I can. Block: Lets get back to the Airport, so we can start again, and I get to fly for longer.
Pepper Accepts	Block: Thank you Pepper, your a good pilot really. *Camera fades out.* *Camera fades back in with Pepper and Block Buster back at the airport and in a plane.*
Pepper Refuses	*Camera fades out.* Block: Another time maybe? Pepper: Yeah another time.

Success Cutscene	If the player gets to all the locations in time and returns to the Airport safely then they have succeeded at the quest and get a reward.
	Race camera of the plane taxiing to a stop at the end of the runway. Once the plane has stopped Pepper and Block Buster climb out of the plane. *Camera closes to the conversation camera of Pepper and Block Buster.*

	Block: Marvellous flying Pepper that was so refreshing. Oh my, is that the time, I had better get to the shoot. See you there Pepper. *Block starts trotting off, but then turns and comes back.* Block: Silly me I almost forgot. Have this **[reward]** for your trouble. *Block hands over the **[reward]** and sprints off.*

No.53 Medical Worry

Sub Quest Title	Medical Worry
Sub Quest #	3
Story	Dr Clickett is out on call to a patient who has monkey fever, when he realises that he has forgotten his all-important medical bag. He tells Pepper that this is most embarrassing
How to Activate	Talk to Dr Clickett at patients house
Clue to Quest	Dr Clickett is franticly running around his patient, who is stood looking confused with a monkey attached to his head.
Items or Skills needed	Plane Licence

Start Cutscene	Pepper talks to Dr. Clickett
	CAMERA: Starts displaying full scene of Dr Clickett running around his patient, who is looking very confused with a monkey on his head. *(Any action the patient performs, the monkey mirrors)* **Pepper**: Whoa Dr Clickett, is this a new medical technique. *Dr Clickett notices Pepper and stops running.*

	Dr Clickett: Ohh, no Pepper, I've forgotten my medical bag and I need it to cure my patient. **Pepper**: He doesn't look too good. **Dr Clickett**: You're right Pepper, and If I don't get my medical bag soon, his monkey fever will grow into full-blown Ape infection. **Pepper**: Ooh sounds nasty. Hey Dr Clickett I can race over to the hospital and collect your Medical Bag. **Dr Clickett**: Oh thank-you Pepper, you truly are a saviour. Please be quick. **Pepper**: I'm on it dude….Dr Dude. Cutscene End

Bag Cutscene	Pepper arrives at the hospital to collect the bag
	CAMERA: Follows Pepper up to the entrance of the Hospital *Pete Bog is stood at the entrance.* **Pepper**: Hey Pete, have you got Dr Clickett's medical bag? It's urgent. **Pete Bog**: Medical Bag? Erm, oh, sorry Pepper its in the ambulance. **Pepper**: Where is the Ambulance? **Pete Bog**: The Ambulance? Oh erm, I know this one….ahh yes that's it, Return and Enter have taken it out on patrol, yes patrol that's it. **Pepper**: Oh great, I need to find them. **Pete Bog**: Find them yes, erm well, you could look, look around I mean. They've got to be somewhere.

	Pepper: Have you got any idea where on the island? **Pete Bog**: Not really, but usually when I loose them, I take the helicopter out, you can see everything from up there. **Pepper**: Great, the helicopter. That will show me where they are. *CAMERA: Pepper runs to the Hospital helicopter.* **Pete Bog**: …erm.. I could also radio them, that usually works. *CAMERA: Pepper climbs into the helicopter and takes to the air.* Cutscene End

Return and Enter Cutscene	Pepper locates Return and Enter, and collects Dr Clickett's bag
	CAMERA: Follows Pepper as he nears the Ambulance. **Pepper**: Hey! Hey! Stop! *The Ambulance stops driving Return and Enter jump out.* **Pepper**: Phew, I've been chasing you guys all over. **Return**: You shouldn't chase us if you're sick Pepper! **Enter**: No no no, you should phone the doctor. **Pepper**: No I'm not sick, its Dr Clicketts medical bag. **Return**: Dr Clicketts medical bag is sick? **Enter**: I've never heard of a bag getting sick before.

	Pepper: No the bag isn't sick, it's in the ambulance. Dr Clickett needs it for his patient. **Return** AND **Enter**: Why didn't you say so? **Pepper**: Quick we need to get it to Dr Clickett before his patient gets Ape infection. **Return**: Don't worry Pepper you can count on us. **Enter**: We'll get it there in time. Just follow the ambulance to Dr Clickett. **Pepper**: Okay! *Return and Enter get back into the ambulance.* Cutscene End

No.54 Tri-Gizmo

Title	**The Brickulating Gizmo (nee Triphibian Gizmo)**
Story	Technician Bob has been working on an item that will allow vehicles to brickulate into the most appropriate form for the terrain. A plane in the air, a boat in the sea and a car on the ground. He just needs a few more bits and pieces and the gizmo will be finished. Pepper needs to find various items that are required for Bobs invention. Bob needs a specialist tool 'a 3/16 left handed spanner'. Then he needs a jar of cloud. Then Pepper needs to find the fabled self morphing plant and bring it back to Bob. Then Bob needs a pizza from Papa as he is hungry, but it has to be hot so Pepper will be timed. Finally he requires a brick from a vehicle that is brickulating.
Quest Activation	Talk to Technician Bob once Pepper has all of the vehicle licences.
Clue that a Quest is Available	Follow on from earlier quests involving Technician Bob and his wacky inventions.

Notes	Introduces a talking plant. Requires a location to be in a certain place.

Walkthrough	1. Talk to Technician Bob. 2. Get the 3/16 left handed spanner off of Nubby. Return to Bob. 3. Get a jar from Margaret Patricia Post. 4. Fly into a cloud with the jar. Return to Bob. 5. Sail or swim into the grotto where the self morphing plant lives. 6. Get a plant pot from Jack O Trades. 7. Return to the plant grotto. Return to Bob. 8. Get pizza from Pizzeria and return within the time limit. 9. Get a brick from a brickulating vehicle Return to Bob.

Clues During Quest	
Other Islanders	

The 3/16 Left Handed Spanner	The first item Bob needs is a 3/16 left handed spanner.
	The player can probably work out that Nubby is the most likely person to have this tool as only Nubby and Bob use tools. If Pepper questions the Islanders about this spanner they will point him to Bob or Nubby.

Start Spanner Quest	Technician Bob tells Pepper about his Brickulating Gizmo idea. Bob needs some help. He needs a 3/16 left handed spanner.
	Conversation camera of Pepper and Technician Bob. Setting top of Space Mountain.

	Pepper: Hello Bob, invented anything interesting lately? TBob:Actually Pepper I'm working on a new invention right now. Pepper: Really. TBob:Yes. I call it the Brickulating Gizmo. Any person using this gizmo will be able to use any vehicle in any environment. If you drive a car into water, the car will become a boat, and if the boat goes over a waterfall, the boat will become a plane. Pepper: That's amazing. When will it be ready? TBob:I don't know Pepper. It's a big project and I keep running into problems. If only I had an assistant. Pepper: I could help you. TBob:Excellent Pepper that would be very useful, very useful indeed. Now I've searched through all my tool boxes and I can't find my 3/16ths left handed spanner. Could you find one for me?

Clue Conversations	Typical clues the Islanders will use when asked about the 3/16 left handed spanner.
	Pepper: Hello **[character name]**, do you know where I can get a 3/16ths left handed spanner. Character: Hmm, I don't think you can buy them at the shops. Maybe you can borrow one from Technician Bob or Nubby Stevens.
	Pepper: Hello **[character name]**, I'm looking for a 3/16ths left handed spanner. Have you seen one? Character: Sorry Pepper I haven't seen any spanners let alone a left handed spanner. Ask someone who uses tools.
	Pepper: Hello Margaret, does your shop sell spanners?

	M.P.Post: Sorry Pepper we don't sell spanners or any other tools. Try Nubby Stevens.
	Pepper: Hey Jack have you got any spanners I can buy? Jack: Sorry Pepper with only two people on the Island that buy tools, its just not profitable to stock spanners. I would ask Nubby or Bob where they get their tools from.

At the Garage	Pepper asks Nubby for the spanner and is given the spanner.
	Conversation camera of Pepper and Nubby Stevens. Setting inside the Garage workshop. Pepper: Hello Nubby, you don't happen to have a 3/16ths left handed spanner do you? Nubby: I think so, let me look check. *Nubby opens a tool box and rummages through it. Nubby pulls out a spanner.* Nubby: Yep I do have a 3/16ths left handed spanner. Pepper: Oh good, can I borrow it please. Nubby: Certainly Pepper.

Returning with the Spanner	Pepper returns to Technician Bob with the Spanner and Bob sets Pepper off to get a jar of cloud.
	Conversation camera of Pepper and Technician Bob. Setting top of Space Mountain. *Pepper pulls the spanner out of his backpack.* Pepper: Taddah! One 3/16ths left handed spanner. TBob:Excellent Pepper. I can finish my analyser now. All I need are a few things to analyse. Pepper: Have you got anything more for me to do

	Bob? TBob:Of course Pepper. We've only just begun. What shall we start with. I know, I need to study clouds. Pepper: Clouds? How will studying clouds help you build your super gizmo thingy? TBob:Pepper, clouds are made of water, and water is heavy, so what keeps a cloud in the sky. If I can find out what keeps a cloud in the sky then I can make anything fly. Pepper: Point taken. TBob:Now we are agreed can you get me a sample of cloud. You will need an airtight container to stop the sample from being contaminated. Pepper: I'm on it.

No.55 Pranksters

Pranksters Part 1

Title	**The Pranksters Part 1**
Story	Phil Film and Liam Lense like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need. Initially Phil Film needs a bucket. Once Pepper has got Phil a bucket, if Pepper goes to Liam's he will witness the bucket of water over a door trick. Then Liam Lense now thinks up a prank to retaliate with and so these quests continue.

Quest Activation	Talk to Phil Film.
Clue that a Quest is Available	None for the first but after that the Phil Film or Liam Lense saying they need to get the other one back.
Notes	

Walkthrough	1. Talk to Phil Film. 2. Go to Jack O Trades shop for a bucket. 3. Return bucket to Phil Film. 4. Visit Liam Lense to witness the prank. - or - 4. After a delay have prank cutscene played.

Clues During Quest	Jack O Trades stock is always visible so the player can remember what Jack has. But items can only be got when required by a quest.
Other Islanders	Several islanders will know that Jack O Trades sells buckets.

Start Cutscene	Talking to Phil Film will trigger this quest. Phil asks Pepper to get a bucket so he can play a prank on Liam Lense.
	Conversation camera of Pepper and Phil Film. *Setting Phil's Trailer.* **Pepper:** Hello Phil. Taking a break from filming I see. **Phil:** Yup! And enjoying every minute of it. Say Pepper you know the Island better then me? **Pepper:** That's not hard. **Phil:** Could you do me a favour? You see Liam and I play pranks on each other. But since we came to LEGO Island we haven't had enough time to trick each other. **Pepper:** Okay so where do I come in?

	Phil: Well if you could get me a bucket? I can play a trick on Liam he won't forget in a hurry. Can you do that for me Pepper?

Getting a Bucket	By going to Jack O Trades Store Pepper can get a bucket.
	Conversation Camera of Pepper and Jack O Trades. Setting inside Jack O Trades Store. Jack is behind a counter with a cash register on it. **Jack:** Ah Pepper, what bargain can I sell to you today? **Pepper:** Well have you got a bucket? **Jack:** Of course Pepper. *Jack bends down and picks up a wooden pail, which he puts on the counter.* **Jack:** Will this do? **Pepper:** Thanks Jack that's perfect.

End Cutscene	Pepper gives the bucket to Phil Film. Phil thanks Pepper and tells him to go to Liam Lenses trailer to see the prank in action.
	Conversation camera of Pepper and Phil Film. Location Phil's Trailer. **Phil:** Have you got it? **Pepper:** Yep it's right here. *Pepper goes to get the bucket out of his backpack.* **Phil:** Not here in the trailer quick. *Camera fades out.* *Camera fades back in with Pepper and Phil coming out of the door to the trailer.*

	Phil: Superb Pepper, it's just right. Now if you go round to Liam's trailer in a few minutes you'll get to see my prank in action.

Reward Cutscene	This cutscene is set off after Pepper has got Phil the bucket. The cutscene is triggered either by Pepper approaching Liam's trailer. Or automatically after a delay. Liam Lense walks through a door and a bucket of water falls on his head.
	Medium shot of Liam Lense's trailer centered on the window over the sink. Liam is inside the trailer and is washing dishes. Liam finishes washing the dishes and dries his hands. **Liam:** Now I've got my chores done I can get a breath of fresh air. *Liam walks out of view to the right. The camera pulls out and tracks slightly right to show the door to Liam's trailer. The door is ajar and perched over the door is the bucket.* *Liam pushes the door open and steps outside. The bucket tips and falls so that by the time the bucket hits Liam it is upside down. The bucket knocks Liam flat and all of the water in the bucket soaks Liam to the skin.* *Liam's voice is hollow and wooden as it is coming from underneath the bucket which Liam is now wearing as a hat.* **Liam:** Why you! Phil I'm going to get you. *Liam pulls the bucket off his head and scowls.*

Pranksters Part 2

Title	**The Pranksters Part 2**

Story	Phil Film and Liam Lense like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need. Liam Lense is out for revenge, having had one of Phil Film's pranks played on him. For his revenge Liam needs a banana skin. Once Pepper has got Liam a banana skin, if Pepper goes to Phil's he will witness Phil slipping over on the banana skin. Then Phil Film now thinks up another prank to retaliate with and so these quests continue.
Quest Activation	Talk to Liam Lense.
Clue that a Quest is Available	The reward cutscene from Pranksters Part 1.
Notes	

Walkthrough	1. Talk to Liam Lense. 2. Go to Margaret Patricia Posts shop for a banana. 3. Return banana to Liam Lense. 4. Visit Phil Film to witness the prank. - or - 4. After a delay have prank cutscene played.

Clues During Quest	Margaret Patricia Post's stock is always visible so the player can remember what M.P.Post has. But items can only be got when required by a quest.
Other Islanders	Several islanders will know that Margaret Patricia Post sells fruit.

Start Cutscene	Talking to Liam Lense starts Pranksters Part 2. Liam wants revenge on Phil Film and asks Pepper to get him a banana skin.
	Conversation camera of Pepper and Liam Lense. Location Liam's trailer. Liam is scowling. **Pepper:** Good morning, oh um, are you all right

	Liam. **Liam:** No! Phil Film pulled a prank on me and I need to get him back. **Pepper:** Oh. Maybe I can help you there. **Liam:** Would you, really, oh that would be great. *Liam looks at Pepper expectantly. Pepper looks back at Liam expectantly.* **Liam:** Sorry you need to know what I require for my revenge prank. Alrighty one banana skin. **Pepper:** I'm on it.

Getting the Banana	By going to Margaret Patricia Posts shop Pepper can get a banana.
	Conversation camera of Pepper and Margaret Patricia Post. *Location M.P.Post's shop. M.P.Post is behind a counter.* **Margaret:** Hello Pepper and what would you like today. **Pepper:** Just a banana please Margaret. **Margaret:** Certainly Pepper, bananas contain many important vitamins and minerals, they are very good for you Pepper. You really ought to have more then one. You want to have a whole bunch. Maybe some nice wholemeal bread as well, banana sandwiches are just delicious and so nutritious. **Pepper:** Just one banana please Margaret. **Margaret:** Oh well the customer is always right, even when they are wrong. *Margaret hands a single banana over to Pepper.*

End Cutscene	Pepper gives the banana skin to Liam. Pepper has to eat the banana first. Liam then tells Pepper to go to Phil's trailer to see the prank.
	Conversation camera of Pepper and Liam Lense. Setting Liam's trailer. *Pepper flourishes the banana.* **Pepper:** I have your banana Liam. **Liam:** Ah Pepper I only need the skin. *Pepper peals the banana, and shoves it in whole before handing the skin over to Liam.* *With his mouth shut, and chewing.* **Pepper:** There you go. **Liam:** Thanks Pepper. Now if you trot around to Phil's trailer you will see my sweet revenge.

Reward Cutscene	This cutscene is set off after Pepper has got Liam the banana. The cutscene is triggered either by Pepper approaching Phil's trailer. Or automatically after a delay. Phil Film slips over several times by treading on the banana skin, ending up with the banana skin pretending to be a face hugger from Alien.
	Close up of a banana skin on the ground. Camera zooms out and pans up, keeping the banana skin in view near the bottom of the frame. As the camera pans up the door to Phil's trailer is revealed. *The door opens and Phil steps out in a jogging suit and sweat band. Phil stretches and then starts to jog down the path. Phil steps on the banana skin and his feet go out from under him. Phil does a backwards somersault and lands back on his feet. The banana skin flipped into the air and landed just under Phil's feet.* **Phil:** Hah! I'm too light on my feet for a fall Liam.

	Phil goes to walk off but slips again. This time he falls flat on his face while the banana skin arcs over him and lands just ahead of his head. Phil scrambles upright and shakes his head. He takes a couple of steps and slips on the banana skin once more. This time Phil lands on his back and the banana skin arcs back over his body landing on his face like the face hugger from Alien. *Phil pulls the banana skin from his face and throws it off screen.* **Phil:** Right Liam, now your for it.

Title	**The Pranksters Part 3**
Story	Phil Film and Liam Lense like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need. Liam has retaliated to Phil's initial prank and now Phil Film wants to pull another prank on Liam for this Phil Film needs some shoe polish. Once Pepper has got Phil the shoe polish, if Pepper goes to the film studio he will witness Liam getting a black eye. Then Liam Lense now thinks up a prank to retaliate with and so these quests continue.
Quest Activation	Talk to Phil Film.
Clue that a Quest is Available	Phil Film wanting to get revenge of Liam for Liam's revenge on him.
Notes	

Walkthrough	1. Talk to Phil Film. 2. Go to Nick Brick for some shoe polish. 3. Give shoe polish to Phil. 4. Visit the Studio to witness the prank. - or - 4. After a delay have prank cutscene played.

Clues During Quest	Nick Brick is at the police station polishing his boots.
Other Islanders	Several islanders will know that Jack O Trades sells polish.

Start Cutscene	Talking to Phil Film will trigger Pranksters Part 3. Phil want's to be ahead in the pranks so he asks Pepper to get him some shoe polish.
	Conversation camera of Pepper and Phil Film. *Setting Phil's trailer. Phil is wearing a bandage on his head and his arm is in a sling.* **Pepper:** My goodness Phil, what happened to you. **Phil:** I slipped on a banana skin, that Liam left outside my trailer. **Pepper:** Does it hurt? **Phil:** Not at all, I'm just pretending to be injured to make Liam feel guilty. But I want a more direct way of getting Liam back for this. **Pepper:** So what will it be now. A rattlesnake in his sleeping bag, or scorpions in his boots. **Phil:** No way Pepper that's dangerous. I think some shoe polish would be just right for my needs. **Pepper:** Okay dokey, that doesn't sound too bad, see you soon.

Jack O Trades Clue	Jack O Trades has sold all of his shoe polish to Nick Brick.
	Conversation Camera of Pepper and Jack O Trades. *Setting inside Jack O Trades Store. Jack is behind a counter with a cash register on it.* **Jack:** Top of the morning to you Pepper. **Pepper:** Good day Jack. Do you have any shoe

	polish, or is that Margaret's shop. **Jack:** Margaret doesn't do shoe polish, and I sold all of mine to Nick Brick. **Pepper:** Thanks Jack, see you later.

Getting the Shoe Polish	Nick Brick has bought too much shoe polish and now all of his shoes and boots gleam. So Pepper can take a tin of polish.
	Conversation camera of Pepper and Nick Brick. Setting the Police Station. Nick Brick is sitting on the steps to the station surrounded by ranks of gleaming shoes and boots. **Pepper:** Wow Nick! You have been busy. **Nick:** That's right Pepper no more dirty shoes for me. **Pepper:** I can see my face in them, eurgh hundreds of little Peppers staring at me. Umm, do you have any shoe polish left Nick? **Nick:** Sure thing Pepper. Good to see you're going to smarten yourself up. *Nick gives Pepper a tin of polish.* **Pepper:** Yeah sort of. Thanks Nick.

End Cutscene	Pepper gives the tin of shoe polish to Phil. Phil tells Pepper to go to the Studio's as this prank will humiliate Liam in public.
	Conversation camera of Pepper and Phil Film. Setting Phil's trailer. **Pepper:** One tin of shoe polish for you Phil. *Pepper hands the shoe polish to Phil.* **Pepper:** So what are you going to do with it?

	Phil: It's a secret. But if you go to the Studio you'll see.

Reward Cutscene	This cutscene is set off after Pepper has got Phil the shoe polish. The cutscene is triggered either by Pepper approaching LEGO Studio. Or automatically after a delay. Liam is setting up the camera's for the next shoot. He's been looking through the eye piece to make sure the view is correct. When Liam comes out from behind the camera he has a huge black ring around his eye.
	Long shot centred on Liam working at a camera. Setting sound stage inside LEGO Studio. Belinda Blink, Block Buster and Phil Film are also here. Lights and a wind machine are being tested ready for the shoot. *Fade to a close up of Liam's camera. We are looking at the lens, Liam's eye is staring back at us through the lens. Liam blinks.* **Liam:** Okay this camera is ready. **Block:** Excellent work Liam. *Liam comes out from behind his camera. Surrounding his right eye is a black ring of shoe polish. Belinda starts to giggle. The everyone else starts to laugh. Liam looks bemused for a moment and then realisation dawns on him. Liam wipes his right eye with his hand smudging the ring around his eye. Then Liam checks his hand which is now black.* **Liam:** I've just got to wash my face, and Phil that camera better be clean when I get back.

Title	**The Pranksters Part 4**

Story	Phil Film and Liam Lense like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need. Liam Lense is out for revenge, having had one of Phil Film's pranks played on him. For his revenge Liam needs a tin of white paint. Once Pepper has got Liam the paint, if Pepper goes to Phil's he will witness Phil sitting on a freshly painted bench. Then Phil Film now thinks up another prank to retaliate with and so these quests continue.
Quest Activation	Talk to Liam Lense.
Clue that a Quest is Available	
Notes	

Walkthrough	1. Talk to Liam Lense. 2. Go to Bill Ding for some paint. 3. Return paint to Liam Lense. 4. Visit Phil Film to witness the prank. - or - 4. After a delay have prank cutscene played.

Clues During Quest	
Other Islanders	Several islanders will know that Bill Ding would have paint.

Start Cutscene	Talking to Liam will trigger this Pranksters Part 4.
	Conversation camera of Pepper and Liam Lense. **Pepper:** Hi Liam. So what are your plans for playing a prank on Phil then. **Liam:** How did you know I was planning a prank?

	Pepper: Phil has played two pranks on you and you've only played one prank on him. **Liam:** Well then Pepper I think some white paint should do the trick.

Getting the Paint	Pepper gets the paint off a reluctant Bill Ding.
	Conversation camera of Pepper and Bill Ding. Setting the Construction Site. **Bill:** Stop right there Pepper. **Pepper:** What! *Bill walks up to Pepper and then uses LEGO customisation to change Peppers hat until it is a yellow hard hat.* **Bill:** When you are on a building site a hard hat must be worn. **Pepper:** Ah, thanks Bill. Umm, would it be alright if I had some white paint of you. **Bill:** Matt, gloss, satin, emulsion, acrylic, interior or exterior. **Pepper:** Uh, I don't know just white paint. **Bill:** Okay Pepper one tin of winter snow, gloss emulsion. *Bill hands Pepper a tin of paint.* **Pepper:** And that's white? **Bill:** As white as my hat. **Pepper:** Okay thanks Bill.

End Cutscene	Pepper gives the paint to Liam Lense.

	Conversation camera of Pepper and Liam Lense. **Pepper:** I have some paint here. *Pepper holds the tin up, and then passes it over to Liam. Liam looks at the tin.* **Liam:** Winter snow? **Pepper:** It is white. **Liam:** Why don't you pop over to Phil's trailer to see my little surprise to him.

Reward Cutscene	This cutscene is set off after Pepper has got Liam the paint. The cutscene is triggered either by Pepper approaching Phil's trailer. Or automatically after a delay. Phil is sitting on his white bench. Ed Mail delivers a package to Phil. Phil opens the package and discovers a sign that says 'Wet Paint'. Phil checks and has white stripes across his back and legs.
	Medium shot of Phil Film relaxing on the wooden bench he has outside his trailer. The bench is a blinding white. Ed Mail walks up to Phil and hands him a large flat package (similar size and shape as an LP record). Phil looks suspicious. **Phil:** Could you open this for me. **Ed:** I suppose so, delivering is hard enough that a few more tasks won't grind me down more then I already am. **Phil:** Thanks I think. *Phil hands the package back to Ed. Ed rips the paper off. Phil covers his face just in case. Ed looks at the revealed item, shrugs and hands it to Phil.* *Cut to a close up of the item. It is a sign with WET PAINT written on it in large letters.*

	Cut back to the medium shot of Phil on his bench. **Phil:** Oh no! *Phil stands up and turns around. White strips cover his back and legs, from the slats of the bench.* *Cut to a close up Phil's face, he looks furious.* **Phil:** Right Liam no more Mr Nice Guy.

Title	**The Pranksters Part 5**
Story	Phil Film and Liam Lense like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need. Liam has retaliated to Phil's prank and now Phil Film wants to pull another prank on Liam for this Phil Film needs a skunk. Once Pepper has got Phil a skunk, if Pepper goes to Liam's trailer he will witness Liam getting gassed by the smelly skunk. Then Liam Lense now thinks up a prank to retaliate with and so these quests continue.
Quest Activation	Talk to Phil Film.
Clue that a Quest is Available	Phil Film wanting to get revenge of Liam for Liam's revenge on him.
Notes	

Walkthrough	1. Talk to Phil Film. 2. Go to Rolf the Vet for a skunk. 3. Give the skunk to Phil. 4. Visit Liam's trailer to witness the prank. - or - 4. After a delay have prank cutscene played.

Clues During Quest	
Other Islanders	Several Islanders will know that Rolf has a skunk that he is looking after.

Start Cutscene	Talking to Phil Film will trigger Pranksters Part 5. Phil want's to be ahead in the pranks so he asks Pepper to get him a skunk.
	Conversation camera of Pepper and Phil Film. *Setting Phil's trailer.* **Phil:** Hello Pepper. Just the person I wanted to see. **Pepper:** Uh oh, what have I done? **Phil:** Nothing, but you could get me a little present for Liam. **Pepper:** Okay so what do you need me to get this time? **Phil:** A skunk. *Shouting.* **Pepper:** A SKUNK, ARE YOU MAD THEY'RE SMELLY. *Phil hands Pepper a sticking plaster.* **Phil:** Exactly why I want one. Anyway if you wear this you won't smell anything. *Pepper puts the sticking plaster over the area he would have nostrils if he did have them.* *Pepper now sounds very nasal.* **Pepper:** Thanks now for the skunk.

Getting the Skunk	Pepper gets a skunk from Rolf the Vet.
	Conversation camera of Pepper and Rolf the Vet.

	Setting Veterinary Surgery. Rolf is standing next to an examination table. *Pepper still sounds nasal.* **Pepper:** Hello Rolf I hear you have a skunk. **Rolf:** I do Pepper, and the little darling is ready to be released. You're even prepared for it. Let me get the skunk and you can take it back to its forest for me Pepper. **Pepper:** Yeah I could. *Rolf reaches under the table and grabs a clothes peg which he then puts on his nose. Rolf then goes through a door to the back room. Through the door we can glimpse cages. We hear barking and meows, plus less identifiable animal sounds before the door shuts.* *There is a short delay.* *The door opens and Rolf comes back with an animal carrying box. The box leaves a cloud of pale green stink. Rolf gives the carrying box to Pepper.* *Rolf sounds nasal as well.* **Rolf:** There you are Pepper. Now be careful with it.

End Cutscene	Pepper gives the skunk to Phil. Phil tells Pepper to go to Liam's trailer to see the prank.
	Conversation camera of Pepper and Phil Film. *Setting Phil's trailer. Pepper is holding an animal carry box. Faint green clouds waft up from the box.* **Phil:** Eugh! That is stinky Pepper. *Phil puts a plaster on his nose.* *Phil now sounds nasal.* **Phil:** That's better. *Pepper still sounds nasal.*

	Pepper: Do be careful with the skunk Phil. We really should release it into the wild. **Phil:** Don't worry Pepper it will be back in the wild soon enough. He, he, Liam is going to get a surprise when he returns to his trailer. *Pepper walks off and pulls the plaster of his nose so his speech returns to normal.*

Reward Cutscene	This cutscene is set off after Pepper has given Phil the skunk. The cutscene is triggered either by Pepper approaching Liam's trailer. Or automatically after a delay.
	Long shot of Liam's trailer. Liam walks into shot approaching the door to his trailer. *Cut to a close up of Liam's hand on the door handle. Liam turns the handle and opens the door.* *Cut to a medium shot to the side of Liam, so the open door and Liam are visible. Clouds of thick green smoke billow out of the trailer door. The skunk sprints out of the door and away to freedom. Liam starts to cough and choke. Liam tries to hold his nose but it's too late. Liam's face turns green and he falls to his knees before collapsing completely to the ground. The green smoke disperses.*

Title	**The Pranksters Part 6**

Story	Phil Film and Liam Lense like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need. Liam Lense is out for revenge, having had one of Phil Film's pranks played on him. For his revenge Liam needs a pizza. Once Pepper has got Liam a pizza, if Pepper goes to Phil's he will witness Phil eating the pizza spiked with chilli. Then Phil Film now thinks up another prank to retaliate with and so these quests continue.
Quest Activation	Talk to Liam Lense.
Clue that a Quest is Available	
Notes	

Walkthrough	1. Talk to Liam Lense. 2. Go to the Pizzeria for a pizza. 3. Return pizza to Liam Lense. 4. Deliver the pizza to Phil Film.

Clues During Quest	The player by now should know where he gets pizzas.
Other Islanders	

Start Cutscene	Talking to Liam will set off Pranksters Part 6. Liam is recovering from the effects of being skunked. He wants to send Phil a pizza heavily spiked with chilli, as revenge for the skunk.
	Conversation camera of Pepper and Liam Lense. Liam's face still has a green tinge. *Setting Liam's trailer. The doors and windows of the trailer are all open.*

	Pepper: Oh my Liam you look really ill. **Liam:** I feel ill as well, Phil sneaked a skunk into my trailer. I can't go back in until the smell fades. **Pepper:** Oh dear. Well is there anything I could do to help? **Liam:** Sure Pepper could you get me a pizza please? One of Papa's flaming hots would be perfect. **Pepper:** Are you sure, isn't your digestion a bit delicate at the moment? **Liam:** The pizza isn't for me, it's going to be for Phil. **Pepper:** Ah I see another prank.

Getting the pizza	Pepper goes to the Pizzeria to get a pizza.
	Conversation camera of Pepper, Papa Brickolini. Setting the Pizzeria. Papa is behind the counter baking pizza's. **Pepper:** Papa could I have one of your hotsy totsy supreme hot pizza times two please? **Papa:** Sure thing Pepper. Are you having that here or is it to take away? **Pepper:** Take away. *Camera fades out.* *Camera fades in. Papa hands Pepper a pizza box. The top of the box glows red from the heat of the pizza inside.* **Pepper:** Thanks Papa. Hmmm, smells delicious.

Spiking the pizza Cutscene	Pepper returns to Liam with the pizza. Liam spikes the pizza with lots of chilli. Pepper is then asked to deliver the pizza to Phil.

	Conversation camera of Pepper and Liam Lense. *Setting Liam's trailer. Liam is looking more healthy and is back to a more normal LEGO yellow.* **Pepper:** You look much better now Liam. **Liam:** Thanks Pepper I'm feeling almost myself now. So do you have the pizza. **Pepper:** Indeedy. *Pepper pulls the pizza out of his backpack, and opens the pizza box.* **Liam:** Now I just need to pep this up a bit. *Liam pulls out a huge bottle of chilli sauce super strength and empties it over the pizza.* **Liam:** That should do it. Now can you deliver it to Phil for me? **Pepper:** Uh, but he might think I'm playing pranks on him not you. *Liam shuts the pizza box.* **Liam:** Don't worry Pepper he will know the pizza is really from me. *Pepper puts the pizza back in his backpack.* **Pepper:** Okay then.

Reward Cutscene	This cutscene is triggered as Pepper approaches Phil's trailer. Pepper delivers the pizza to Phil. Phil eats the pizza in one go, and then reacts to all the chilli on it.
	Medium shot centred on Pepper and pans to follow Pepper. *Setting Phil's trailer. Pepper trots up the path to Phil's door. Pepper pulls the pizza out of his backpack and*

	knocks on the door. The door opens. *Cut to a conversation camera of Pepper and Phil Film. Phil is standing in the doorway of the trailer.* **Pepper:** Pizza! **Phil:** But I didn't... Mmm, that smells good. *Phil snatches the pizza box from Pepper, and opens it. The lid obscures Phils face as he chomps his way through the pizza. He then gives the empty box back to Pepper.* **Phil:** Oh that was warming. *Phil's stomach rumbles and Phil belches a small fireball.* **Phil:** Uh oh, what's on that pizza. *A bright red flush creeps up Phil's neck and over his face. Steam jets from his ears. Phil jets flames from his mouth. Pepper backs away.* **Phil:** Ow, ooh, ow, ow, ow. Pepper runs into the trailer and comes back out with an ice lolly. Pepper hands the lolly to Phil. Phil sticks the lolly straight into his mouth and there is a loud hissing. Phil pulls the lolly stick out of his mouth and gives it to Pepper. Phil's redness fades slightly. *Hoarsely.* **Phil:** Thanks. Come back in a bit Pepper I shall need you help later.

Title	The Pranksters Part 7
Story	Phil Film and Liam Lense like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need. As his final prank Phil needs some ant's. Once Pepper has got Phil the ants, if Pepper goes to Liam's he will witness Liam uncontrollably itching. Then Liam Lense now thinks up a prank to retaliate with and so these quests continue.
Quest Activation	Talk to Phil Film.
Clue that a Quest is Available	Reward cutscene from Pranksters Part 6.
Notes	

Walkthrough	1. Talk to Phil Film. 2. Go to Margaret's shop for an ant tight container. 3. Find the ants nest and catch some ants. 4. Take the ants back to Phil. 5. Visit Liam Lense to witness the prank. - or - 5. After a delay have prank cutscene played.

Clues During Quest	Rolf the Vet will know where ants nest.
Other Islanders	

Start Cutscene	Talking to Phil Film will trigger this quest. Phil asks Pepper to get him some ants so he can play a prank on Liam Lense.
	Conversation camera of Pepper and Phil Film. *Setting Phil's trailer. Phil is sitting down on his bench and eating a huge ice-cream cone.*

	Pepper: Good morning Phil. That ice cream looks nice, what flavour is it? **Phil:** I don't know. I think you melted my tongue with that chilli pizza. I'm eating this because it's cold. **Pepper:** Fairs fair, I've helped you play pranks on Liam and I've helped Liam play pranks on you Phil. **Phil:** Well then Pepper could you help me with one last prank. And that's it I promise no more pranks. **Pepper:** Okay then for the last prank. **Phil:** It's a simple prank really, all I need are some ants.

Talking to Rolf	Rolf the Vet will give Pepper a clue to the location of the ants nest where he can collect ants.
	Conversation camera of Pepper and Rolf the Vet. Setting the Veterinary Surgery. Rolf is standing next to an examination table. **Pepper:** Hello Rolf. You know lots about animals don't you? **Rolf:** Well I know how to fix them up. And I know how look after them so they don' get ill in the first place. **Pepper:** Well would you know where to find some ants? *Rolf scratches his head.* **Rolf:** That's easy there's an ants nest in the forest opposite. **Pepper:** Thanks Rolf.

No Container	If Pepper tries to collect ants without a container.
	Setting the ant's nest in the forest near Rolf the Vets. *Pepper swipes the ground to catch an ant. Brings his*

	hands up to his eyes to see the ant and opens them. **Pepper:** Huh, where did it go. *Camera pans down to look at the nest and Pepper's feet. The ants swarm into positions that spell the following sentence.* YOU NEED A CONTAINER *The camera cuts to Pepper.* **Pepper:** Uh, thanks. *The camera cuts back to the ants who swarm again and form this sentence.* DON'T MENTION IT

Getting an ant tight container	By going to Margarets Store Pepper can get an ant tight container.
	Conversation camera of Pepper and Margaret Patricia Post. *Setting M.P.Post's Shop. Margaret is behind a counter with a till on it.* **Margaret:** Hello Pepper. Your looking well today. I expect you've been eating your greens like a good little man. **Pepper:** Uh hello Margaret. Could I have a jar please? **Margaret:** Why certainly Pepper. You know I have some flowers in stock, perfect for that special little someone in your life. **Pepper:** That's nice Margaret. But I just need a jar at the moment. *Margaret gives Pepper the jar.*

	Margaret: Come back soon Pepper.

Collecting ants	By going to the ants nest with the container Pepper can collect ants.
	Setting the ant's nest in the forest near Rolf the Vets. *Pepper swipes the ground with the jar. Pepper holds the jar up and we can see it full of ants.*

End Cutscene	Pepper gives the ants to Phil Film. Phil thanks Pepper and tells him to go to Liam Lenses trailer to see the prank in action.
	Conversation camera of Pepper and Phil Film. *Setting Phil's trailer.* *Pepper flourishes the jar of ants.* **Pepper:** One jar of ants, as ordered Phil. **Phil:** Oh wonderful Pepper. I just need to get them into Liam's overalls. Lets pop over to Liam's and see how he likes the joke.

Reward Cutscene	This cutscene is set off after Pepper has got Phil the ants. The cutscene is triggered either by Pepper approaching Liam's trailer. Or automatically after a delay. Liam Lense puts on his overalls that are full of ants. Liam itches uncontrollably and has to jump in a pond for relief.
	Setting Liam's trailer. Nearby is a washing line. Hanging from the washing line is an overall. *Phil Film creeps up to the overalls. Phil pulls out the jar of ants. He opens the jar and empties the contents into the overalls. Phil creeps off again.* *Camera pans to the door of Liam's trailer. Liam opens the door. He is wearing a vest and long-johns. Liam stretches and yawns. He walks up to the washing line and takes the overalls. Liam puts the overalls on.*

	After a few moments Liam starts wriggling. Then he starts scratching. **Liam:** Eeek, ow, ooh what's that. *Liam is now scratching furiously. He is now jumping up and down on the spot. Finally Liam runs off. The camera follows. Until Liam reaches a pond and jumps in.* *Sounding relieved.* **Liam:** Aaaah. *Phil Film walks up to the edge of the pond.* **Phil:** I got you there didn't I Liam. *Liam looks around until he spots where Phil is.* **Liam:** You did indeed didn't you. How about giving me a hand up. **Phil:** Sure thing Liam. *Liam hold his hand out to Phil. Phil takes hold of Liam's hand. Liam suddenly jerks Phil towards him and Phil falls into the pond as well.* *Both Liam and Phil laugh.* **Phil:** Truce? **Liam:** Truce. *Liam whispers something into Phil's ear.* **Phil:** Pepper we're stuck could you help us out? *Pepper trots up to the edge of the pond. Phil and Liam stretch their arms out to Pepper. Pepper grabs both of them. Phil and Liam then pull Pepper into the water as well.* *In unison.*

	Phil and Liam: Gotcha!

A Jar of Cloud	Bob needs a sample of cloud. He will explain that Pepper will need an airtight container to carry the cloud in.
	Pepper needs to get a jar from M.P.Post's shop and then fly up to a cloud to get the sample of cloud. If Pepper asks the Islanders about containers they will point him to Jack O Trades and M.P.Post.

Clues	Typical clues from Islanders when questioned about air-tight containers.
	Pepper: Hello **[character]**. Character: Hi Pepper, so what are you looking for now. Pepper: How did you know I was looking for something. Character: Intuition. Pepper: Humph. Well I'm looking for an airtight container. Character: Have you tried Margaret's Shop, she stocks a well known brand of sealable, freezer proof and dishwasher proof containers. Peppers: Thanks. I'll try there.
	Pepper: Hello **[character]** I'm looking for a... Character: Have you tried the Shops Pepper. Pepper: No not yet.
	Pepper: Hello Snap, is your sandwich box airtight. Snap: No it isn't. Pepper: Oh dear. Snap: If you need an airtight sandwich box I think you can

	buy one in Margaret's Shop. Pepper: Thanks dude.

At Jack O Trades Shop	Jack O Trades doesn't stock any airtight containers, maybe Pepper should try M.P.Posts shop.
	Conversation camera of Pepper and Jack O Trades. *Setting Jack O Trades Shop.* *Jack O Trades is behind a counter with a big cash register on it. Behind Jack are shelves with many interesting things on them.* Pepper: Do you stock any containers? Jack: Sure Pepper over there in gardening. *Camera cuts to small display of gardening tools and large flower pots.* *Camera cuts back to the conversation camera.* Pepper: I was thinking more of something sealable. Jack: Sorry Pepper I don't stock those sort of containers, you'll have to try Margaret's shop. Pepper: Thanks for your time Jack. Jack: Have a nice day.

At M.P.Posts Shop	Pepper buys a jar and has to escape an interminable conversation with M.P.Post.
	Conversation camera of Pepper and Margaret Patricia Post. *Setting Margaret's Shop. Margaret is standing behind a counter.* Margaret: Good morning Pepper. How are you today? Keeping well I hope? Pepper: I'm fine. I was... Margaret: And how is Sky Lane, you've been seeing a

	lot of her lately. She's a nice girl. She will make someone a good wife someday. *Pepper looks distinctly uncomfortable.* Pepper: Uh, Margaret I didn't come round to gossip. I'm looking... Margaret: Oh, so you don't like Sky then. What's wrong with her? Pepper: Nothings wrong with her. It's just that... Margaret: So you do like her. Pepper: No! Yes! I mean she's a friend. Margaret: A special friend? Pepper: Margaret! Leave it alone! I just want to buy some stuff from your shop and not talk about stuff that doesn't concern you! Margaret: Well young man you need to learn some manners. Pepper: Manners! I'm not the person who's prying into other people's lives. Can I just buy what I want please? Margaret: Go right ahead. Pepper: Thank you. Now do you have any air tight containers? Margaret: Certainly Pepper. I'll just fetch it. Now don't touch anything while I'm gone. *Margaret turns away from the counter.* *The camera fades out. Then fades back in. Margaret has returned and on the counter is a large jar with a push on lid.*

	Pepper: Perfect. Thanks Margaret. *Pepper picks up the jar and puts it in his backpack.* Margaret: Now don't forget manners Pepper, otherwise Sky Lane won't like you. Pepper: Goodbye Margaret.

Back at Space Mountain	Bob is pleased at the cloud sample. And now sends Pepper to look for the self morphing plant.
	Conversation camera of Pepper and Technician Bob. Setting top of Space Mountain. *Bob is using a strange contraption, sort of like a giant microscope. With a binocular eyepiece at one end and a plate at the back. Surrounding the plate are lots of tiny little robotic arms with unidentifiable tools on them.* Pepper: Hey Bob. I'm back and I have a sample of cloud for you. Bob looks up from the eyepiece of his contraption. TBob:Lovely, just put the jar on the plate at the back of this machine. *Pepper places the jar carefully on the plate, and springs back when the robot arms close on the jar. Bob looks back at the eyepiece.* TBob:Oh yes. I'm getting some great data. Bob pulls himself away from the contraption and stands up. TBob:Pepper, you're really helping me. But the next thing I need you to do may actually be impossible. Pepper: An impossible task. Well you don't ask for much do you Bob. TBob:Sorry. Anyway I need you to find something that may be mythical. I've heard that somewhere on LEGO Island there is a plant that can morph itself. Somewhat like the way you can change the colour of flowers or change the flowers into trees. But instead of

	needing you to change it Pepper this plant changes itself. I'm rambling. So I need you to discover if this plant exists and if it does can you bring it back to me so I can study it. Pepper: Sure Bob, if this plant exists, and if I can find it, I will bring it back to you.

The Self-Morphing Plant	Bob has heard that there is a plant on LEGO Island that keeps changing itself, like when Pepper uses his customisation ability. If Pepper can find that plant and bring it to Bob then it will be very useful.
	Pepper must question the Islanders about this plant. Everyone will have an opinion on the planet and will give Pepper vital clues to where the plant lives. The plant lives in a sea cave that faces south. The cave is on a small island with many sea birds nesting on it. Once Pepper finds the plant, it will refuse to be moved unless Pepper has a plant pot for it to sit in. Jack O Trades has a plant pot, which the player may remember seeing when they asked Jack for an airtight container. If not the Islanders will mention that Jack O Trades store has all of the gardening equipment.

Infomaniac Clue	If Pepper asks the holographic Infomaniac for information about the Self Morphing Plant. The Infomaniac will repeat back to Pepper all of the clues to the plant's location when Pepper has heard that clue.
	Infomaniac: Pepper the Self Morphing Plant is real, and it does live somewhere on LEGO Island. But I cannot tell you where as I promised not to tell anyone where the plant lives.

Where does the Self Morphing Plant live	Clues to the location that the Self Morphing Plant lives in. These clues will separately be quite general. When all the clues are taken together there can be only one place the plant can be.

Islet	*Conversation camera of Pepper and Nick Brick.* Pepper: Hello Nick. Nick: Morning Pepper keeping good I hope. Pepper: Hey, sometimes I'm so good I'm excellent. Nick: Hmm, not quite the definition of good I was using. Pepper: Nick you know a lot about the Island? Nick: Not as much as the Infomaniac but a lot yes. What's on your mind little buddy. Pepper: I'm looking for the mythical Self Morphing Plant. Nick: Let me check my records Pepper. *Camera fades out.* *Camera fades in. Nick Brick is now holding a file.* Nick: Yep I have its file here. *Camera cuts to a close up of a police identity document with front and side pictures of a typical LEGO flower, with name, aliases, description etc, and underneath in the space for fingerprints it has leaf prints.* *Camera cuts back to the conversation camera.* Pepper: Wow, is the plant a criminal like the Brickster. Nick: Not at all Pepper the Self Morphing Plant is an endangered species. The identity papers help us stop the illegal trafficking in Self Morphing Plant parts. In fact Pepper I can't tell you any more about the plant, not even which islet it lives on, oops.

	Conversation camera of Pepper and Nancy Nubbins. Nancy: Howdy Pepper. Pepper: Hiyah Nancy. Say have you heard of the Self Morphing Plant. Nancy: Well yeah. I've heard of the plant. They say it lives on a tiny isolated rock. Pepper: Who's they? Nancy: Y'know, them. Pepper: Do they know anything else. Nancy: Nope that's it.
	Conversation camera of Pepper and Footballer #2.
Undisturbed	*Conversation camera of Pepper and Dr Clickitt.*
	Conversation camera of Pepper and Footballer #1.
	Conversation camera of Pepper and Bill Ding. Pepper: Hello Bill. You've probably been to every part of the Island haven't you? Bill: I guess so Pepper. Where ever there is a road, railway, tunnel, bridge, or building I've been there overseeing construction. Pepper: Oh good. Have you seen the Self Morphing Plant anywhere at all? Bill: Umm, no Pepper I haven't seen it at all. If it's real it must be somewhere that hasn't got a road, railway, tunnel, bridge or building nearby.

Guano	*Conversation camera of Pepper and Pete Bog.*
	Conversation camera of Pepper and Rolf the Vet. Rolf: G'day Pepper. Pepper: Hi Rolf. I know you look after animals, but I have a question about a plant. Rolf: Well Pepper if I can answer the question I will. Pepper: Okay. Have you heard of the mythical Self Morphing Plant? Rolf: Oh that's easy some of the birds tell me how civil the plant is and how it thanks them for all of the guano the birds supply it with. Pepper: Guano? What on LEGO is guano? Rolf: It's a special fertiliser made from the droppings of birds or bats. And can be found anywhere ther's a large colony of these animals. Pepper: Yuck! Droppings. Rolf: It's perfectly natural Pepper.
	Conversation camera of Pepper and Footballer #3.
Spire Rock	*Conversation camera of Pepper and Nubby Stevens.*
	Conversation camera of Pepper and Ed Mail.

	Conversation camera of Pepper and Snap Lockitt. Setting a beach. Snap is sunbathing face down. Pepper: Afternoon Snap. I think you need to turn over your back is red. And more importantly it's easier to talk to you. *Snap turns over.* Snap: What brings you to the beach Pepper? Pepper: Me, I'm on a quest for the mythical Self Morphing Plant. Snap: If the plant is mythical why are you looking for it? Pepper: To prove that it isn't a myth. So do you have any information that could help me? Snap: Well yes, when I was your age I used to look for the Self Morphing Plant myself. Pepper: Really. Snap: Straight up. The only clue I had was that it was in sight of Spire Rock. I never could find the plant though. Pepper: Where is Spire Rock? Snap: Check your map Pepper I'm going back to my sunbathing.
Shade	*Conversation camera of Pepper and Jack O Trades.*

	Conversation camera of Pepper and Red Greenbase. Red: Yo Pepper dude. Have our cool tunes enticed you over to party. Pepper: No I came over for some of your gardening tips. Red: Hey, wow, your interested in my hobby. Pepper: Indeed. What can you tell me about the growing of Self Morphing Plants. Red: Oh, that's a toughie. Hmm, that was it, they don't like too much sun so they have to grow somewhere shady. You know under a tree, or at the base of a north facing wall, heck even in a cave.
	Conversation camera of Pepper and Bony Hawks.
Brackish	*Conversation camera of Pepper and Papa Brickolini.* Papa: How is a my favourite delivery boy. Pepper: Alright if I wasn't on a wild goose chase. Papa: Would you a like a pizza to keep your strength up. Pepper: Not at the moment Papa. What I would like is to know, where I can find the Self Morphing Plant. Papa: That's a interesting, it's a supposed to have delicious salty leaves. It a must grow somewhere near the sea. I wonder if it's a type of seaweed. Pepper: But there's only one left and it's kept hidden. Papa: I must admit that we chefs used a too much of the plant and drove it a to the edge of extinction.
	Conversation camera of Pepper and Valerie Stubbins.

	Conversation camera of Pepper and Animal Chin.
Cave	*Conversation camera of Pepper and Laura Brick.*
	Conversation camera of Pepper and Super Station Master. Setting a railway station. Super Stationmaster is holding the engine of a train over his head. SSM: Hello Pepper. I'll be right with you, it's just that this train arrived at platform 1 but should have arrived at platform 2. *Camera pulls out to a long aerial view of the railway station. There are two tracks here and two platforms. On track one is a train with no engine. Super Stationmaster carries the engine to track two and puts it down. He then shuttles backwards and forwards taking each carriage from track one to track two.* *Camera cuts back to the conversation camera of Pepper and Super Stationmaster.* SSM: Right that's finished what can I do for you? Pepper: When you fly over the Island have you ever seen the Self Morphing Plant? SSM: Nope. Pepper: Drat. SSM: Its supposed to live in a cave anyway so I won't see it from the air. Pepper: Thanks. *Super Stationmaster produces a whistle and blows it. The train now pulls out of the station.*
	Conversation camera of Pepper and Rhoda Hogg.

Singing	*Conversation camera of Pepper and Mama Brickolini.* Mama: Hello Pepper, do you like a my new tune. *Pause while Pepper listens to the music.* Pepper: It's rather nice, very haunting. Mama: Its a from an old opera 'The Last of the Self Morphing Plants'. Pepper: Now that's a coincidence, I was about to ask you about the Self Morphing Plant. Mama: Well a the opera music is based on the actual plants singing. Can you imagine that a singing plant. It a would be nice to have some singing plants around here, to accompany my piano.
	Conversation camera of Pepper and Margaret Patricia Post.
	Conversation camera of Pepper and DJ. DJ: And here in person we have Pepper Roni, star of film, game and a pizzeria near you. Good morning Pepper what can you tell me about Cool Movie? Pepper: Well I'm not allowed to tell you the plot but the film is full of action and incredible stunts performed by myself so go and see it. But now I'm here I would like to ask all you listeners out there if you know anything about the mythical Self Morphing Plant. DJ: Well I know that the Self Morphing Plant loves music and even listens to this very Radio Station.

Finding the Plant	Pepper finds the plant but it refuses to move until Pepper gets a plant pot for the plant to sit in.
	Medium shot of the inside of the cave. Sitting in a shaft of light in the middle of the cave is a plant. It looks like a normal LEGO flower except it keeps changing its flower colour, and will occasionally becomes a tree.

	The walls of the cave have many LEGO crystals in them. Pepper: Wow! The mythical Self Morphing Plant. Plant: Less of the mythical Pepper. Pepper: You know my name! Plant: I know many things. Pepper: Right lets get you back to Technician Bob. Plant: And how do you propose to do this. Pepper: Well I just pull you out of the ground and carry you back to Space Mountain. *The plant grows a multitude of wicked looking thorns.* Plant: Pull me out of the ground! Why you little... Don't you know that my roots are very delicate. I will only let you move me if you fetch a nice comfortable plant pot for me to sit in.

Plant Pot Clues	Islanders will tell Pepper to go to Jack O Trades shop as that has the gardening stuff.

At Jack O Trades	Pepper buys the plant pot from Jack O Trades.
	Conversation camera of Pepper and Jack O Trades. Setting Jack O Trades Shop. Jack is behind a counter with a large cash register. Jack: May I help you Pepper? Pepper: Certainly Jack. Do you have a large plant pot in stock? Jack points. Jack: Right over there in gardening.

	The camera pans around to show a display of gardening tools and big plant pots. Pepper walks into shot and grabs the largest pot (which comes up to his waist). Pepper: Can I have this one please. Jack: Of course Pepper. That's why I'm here, to supply people with what they need.

Back with the Plant	Pepper struggles to get the plant into the plant pot.
	Medium shot of the inside of the cave. Sitting in a shaft of light in the middle of the cave is a plant. It looks like a normal LEGO flower except it keeps changing its flower colour and has very spiky leaves. *The walls of the cave have many LEGO crystals in them.* *Pepper struggles into shot carrying the large plant pot.* Pepper: Hello Self Morphing Plant I've got you a nice plant pot. *The spiky leaves become smooth and LEGO flower normal.* Plant: Well put it down and turn around. *Pepper walks over to the plant and puts the pot down. Pepper returns to the entrance of the cave. The camera pans to follow Pepper. Until we are looking over Peppers shoulder out of the mouth of the cave and at Spire Rock.* Pepper: You have a lovely view from here. Plant: Yes I know. *There is a plopping sound, a couple of squishy sounds (like walking in wet socks), and then a rubbery noise (like a bung being forced into the neck of a glass).*

	Plant: Okay you can look now. *Camera cuts to the conversation camera of Pepper and the plant, looking over Peppers shoulder at the plant. The plant is now sitting in the pot and there is a wet looking hole in the ground.* *Pepper walks up to the plant and picks it up.*

Giving the Plant to Bob	Technician Bob is ecstatic to be able to study the plant. Bob realises that he hasn't eaten for three days and would like a hot pizza pronto.
	Conversation camera of Pepper and Technician Bob. Setting the top of Space Mountain. Pepper is holding a huge plant pot with the Self Morphing Plant sitting in it. Pepper: Hi Bob, as you can see the Self Morphing Plant is quite real. Plant: Good day, Technician Bob. Why did you wish to see me. TBob:It speaks, wow this is amazing. Oh yeah, I wish to study you so I can understand the process of morphing more fully. Plant: A worthy endeavour, I will let you study me. TBob:Excellent, Pepper can you put our new friend down. *Pepper puts the plant down.* *As Pepper straightens up there is a loud rumbling sound. Pepper looks around wildly.* Pepper: What on LEGO was that. TBob:My stomach. Hmm, what day is it Pepper? Pepper: Thursday. TBob:Oh dear I think my last meal was Monday. Pepper quick get me a piping hot supreme pizza from Papa,

	please.

Hot Pizza	Bob has been working on his gizmo so hard that he hasn't eaten for several days. He is suddenly very hungry and sends Pepper to get him a hot pizza.
	Once Pepper has got the pizza from the Pizzeria he has a very short time limit to get the pizza back to Bob on Space Mountain. Otherwise the pizza will get too cold and Pepper will have to go back for another one.

At the Pizzeria	Pepper gets to the pizzeria with Technician Bobs order. Papa makes the pizza quickly. Timer starts for Peppers return to Space Mountain.
	Conversation camera of Pepper and Papa Brickolini. Setting the kitchen of the Pizzeria. Papa is kneading some dough. Pepper: Hi Papa. Could you make me a large supreme pizza please. Papa: Ona its way. *Papa spins the dough out into a pizza base and then piles up a huge amount of ingredients onto the base making a wobbly tower. Papa puts the pizza into the oven.* *The camera fades out.* *The camera fades back in.* *Papa pulls the pizza out of the oven, it is steaming gently, and the cheese has melted. A timer with a very short amount of time on it appears on the H.U.D say 20 seconds.* Papa: You'll have to delivera this pizza quickly or it willa get too cold to eat. *Control is returned to the player and the timer begins to countdown.*

Pizza's Cold	If the timer runs out before Pepper gets the pizza back to Technician Bob then Pepper is reset to the Pizzeria and has to try again to get the pizza back to Bob.
	Camera fades out.

	Camera fades back in. As a conversation camera of Pepper and Papa Brickolini. Pepper is back at the Pizzeria. Papa: You a let my lovely pizza geta cold. *The timer resets to its initial time.* Papa: Itsa good job I made another. *Papa takes the pizza off of Pepper and throws it in the bin, then Papa pulls a fresh pizza out of the oven and gives it to Pepper.* *Control is returned to the player and the timer begins to countdown.*

Pizza Delivered	Technician Bob thanks Pepper for the hot pizza and stuffs his face while trying to talk to Pepper. Eventually Bob finishes his pizza and explains that he needs the brick from a brickulating vehicle to study.
	Conversation camera of Pepper and Technician Bob. Setting top of Space Mountain. *Pepper hands the pizza to Technician Bob. Bob splats his face into the middle of the pizza and starts eating loudly.* *Bobs face is in the pizza and he is chewing so his speech is very muffled.* TBob:Munch, mmm, lovely, munch, munch, thanks Pepper. *Bob finishes off the pizza by sucking it up like a vacuum cleaner in the middle of a round rug. Bobs face is covered in cheese and tomato.* TBob:Ahh! That feels better. You know Pepper I think I only need one more thing to study and then I can build my super gizmo. Pepper: Well I hope you'll wash your face as well. TBob:Sure I will. Now the last thing I shall need is a brick

	from a vehicle that is brickulating. Pepper: Brickulating? Sorry Bob I'm not up on these technical terms. TBob:Sorry Pepper its my fault for using jargon. When a car breaks up into its component bricks and then reforms again, that is brickulating. So I want a brick from that transition stage when the car is in its component bricks stage. Pepper: Okay I'm on it.

Brickulating Brick	Bob needs to study a brick from a vehicle that is brickulating to see what exactly happens to the brick.
	The player may remember the Self Drive or Lost Brick quests, in which case they will know that you can get a brick from a brickulating vehicle by standing in a vehicles path and grabbing a brick as it is brickulating. The player may also remember the junkyard and if they check it out they will find another brick the Brickster-Bots have stolen from a brickulating vehicle. Ed Mail will have advice on how to get a brick from a brickulating vehicle, as will the Brickster.

Ed Mail Clue	Ed Mail tells Pepper how to get a car to stop by grabbing a brick as it brickulates past you.
	Conversation camera of Pepper and Ed Mail. *Ed is laden down by his sack of mail.* Ed: Grumble, why do I have to drag this heavy sack around all day. Oh hello Pepper. Come to poke fun at Ed having to plod around all day doing a pointless job. Pepper: I wouldn't do that Ed. I have too many problems of my own. Ed: Yeah, but I bet my problems are worse then yours. Pepper: I don't know I have to get a bit of brickulating car.

	Ed: Hah! That's easy Pepper. Stand in the middle of the road Pepper. Wait for a car to come along. When it brickulates to avoid hitting you. Grab the piece you need. Pepper: How did you know that? Ed: I don't like people... Driving into me even if their vehicle brickulate and I don't get hurt. It still gives me a shock.

Brickster Clue	The Brickster knows all sorts of dodgy tricks and certainly knows how to get hold of a brickulating brick.
	Conversation camera of Pepper and the Brickster. Brickster: Well, well, well, if it's not the do gooder in chief. Pepper: Pleased to meet you as well Brickster. I've come to you for advice. Brickster: Hold the front page, news just in. Pepper Roni goes to the Brickster for advice. Pepper: Please, just listen to me. I have to get hold of a brickulating brick and I figured you might know how. Brickster: Hmm, give me a year and I could turn you into a little trickster. Okay Pepper. You need to jump in front of a truck and then wham! No more Pepper, to ruin my plans. Pepper: You horrid man. Brickster: Hey I'm teasing you Pepper. You can't get run over on LEGO Island. All of the vehicle brickulate to avoid hitting pedestrians, pah even driving is no fun. So when you've jumped in front of a truck it will brickulate and that is your chance to grab a brick. Then you run off cackling madly. Ha, ha, ha, ha!

	Pepper: Okay I'll give it a try. Except the cackling I don't have the voice for it.

Irate Driver	If the player takes a brick from a car as it brickulates past him then the driver will be peeved and Pepper has to mollify them.
	Medium shot of Pepper holding a glowing brick. Behind Pepper is a broken down car. The driver of which is shaking their fist angrily. *Shouting.* Driver: HEY THAT'S PART OF MY CAR BRING IT BACK. *Pepper turns around to face the driver.* Pepper: Sorry, I need this for some of Technician Bob's research. Does it help to know that this brick may revolutionise LEGO Island. Driver: Okay if it's for research. Ah well, walking will be good for me.

The Junkyard Cutscene	When Pepper first gets to the junkyard. Simple visual scene showing the. The patrolling Brickster-Bots will be very prominent.
	Long shot of the junkyard. The camera slowly pans across the junkyard revealing six Brickster-Bots patrolling along the alleyways. *Then the camera pans back to the middle of the junkyard and zooms in to show a small corral with a glowing brick bouncing up and down in it.*

Seen Cutscene	If Pepper is spotted by a Brickster-Bot, while Pepper is in the junkyard.
	Spotting Brickster-Bot puts a flashing light on his head and makes a siren sound as it runs towards Pepper. Each Brickster-Bot has a different coloured flashing light.

Caught Cutscene	If Pepper is caught by a Brickster-Bot inside the junkyard.
	The player loses control of Pepper as the Brickster-Bot drags Pepper to the entrance of the junkyard and throws him out. If Pepper had the brick it will be removed from him and returned to the centre of the junkyard.

End of Quest	When Pepper returns with the brickulating brick Bob will explain how he will be able to design the gizmo that will make a vehicle brickulate into an appropriate form. Now that he has the right tools and the correct stuff to study.
	Conversation camera of Pepper and Technician Bob. Setting top of Space Mountain. Technician Bob is tinkering with his giant microscope thing. The Self Morphing Plant is quietly crooning to itself. Hovering above the Self Morphing Plant is a tiny cloud. *Pepper is holding a glowing brick, which he places on the turntable part of Bob's microscope.* Pepper: That's the brickulating brick Bob. What's next on your list? TBob:Nothing Pepper. Pepper: Huh. How am I supposed to collect some nothing? TBob:No you've got me everything I need so you can have a rest. Pepper: Brilliant. How long do you reckon it will take you to make the Brickulating Gizmo? TBob:Still difficult to say. Probably not before the end of filming Pepper. I will let you know.

End Cutscene	Pepper, Return and Enter turn up at the patient's house where Dr Clickett is waiting for them.
	CAMERA: Shows full scene of everyone in the garden. **Dr Clickett**: Pepper, you found my medical bag! **Pepper**: Yea Dr Clickett man. **Dr Clickett**: Quickly without a moment to spare, I must cure this monkey fever. *Dr Clickett ruffles around in his bag pulling bits of medical gear out, until he finds a plaster.* **Dr Clickett**: Ahh, this is what I need. *Dr Clickett puts the plaster on the patient's forehead.* **Dr Clickett**: Ok my boy, leave this for a week and everything should clear up nicely. *Dr Clickett turns to Pepper.* **Dr Clickett**: Thank-you very much Pepper, you made my day. **Pepper**: No problem always glad to help. Cutscene End

Mechanics	
	Helicopter The cutscene between Pepper and Pete Bog ends with Pepper in control of the helicopter. His task here is to fly around and find the ambulance, once spotted (It's driving around a small area of Lego Island) he has to land it and speak to Return and Enter on the ground.

	Follow the ambulance After the Return and Enter cutscene, Pepper must follow the ambulance to Dr Clickett. The ambulance travels along the waypoint path.

Walk Through	1) Speak to Dr Clickett. 2) Travel to Hospital. 3) Talk to Pete Bog 4) Fly helicopter around Lego Island to find the ambulance 5) Go to ambulance 6) Talk to Return and Enter 7) Follow the ambulance to Dr Clickett 8) Speak to Dr Clickett.

No.56 Musical Notes (Bucket full of Notes)

Title	**A Bucketful of Notes**

Story	The Pizzeria is less musical then normal. Instead of playing music Mama Brickolini's piano is making strange plunking sounds. Mama is hunched over her piano disconsolately stabbing at the keys. When questioned by Pepper Mama will explain that all of the musical notes have disappeared and so she can only make noise now and not music. If Pepper could bring Mama some musical notes she could play her piano again. The musical notes have not disappeared, they know that there is a great party with great music at the Party House. Even the Radio Station has been effected and a constant stream of musical notes fly from the Radio Station to the Party House. Over the Party House a cloud of musical notes are jigging and swirling to the music. Besides the Party House is a heap of notes. These notes are so tired after all their dancing that they can't move. Occasionally a note falls out of the cloud onto this pile. At the Party House Red Greenbase and Rhoda Hogg are dancing to their loud music. If Pepper talks to either Rhoda or Red then the music will be turned down and the jigging musical notes will fall to the ground. Pepper can now lead the notes back to the Pizzeria. When he arrives Mama will tell Pepper to pour the notes into the piano. Then Mama can play her music properly.
Quest Activation	Talk to Mama Brickolini.
Clue that a Quest is Available	Near the Pizzeria a strange unmusical plunking can be heard. The normal ingame music fades out so that when you are close to the Pizzeria no music can be heard. Mama is not playing the piano with her normal enthusiasm, in fact she looks mournful.

Notes	During this subquest the normal ingame music will be disabled. Except when Pepper is close to the Party House and then party music can be heard. Once Pepper has talked to Red Greenbase or Rhoda Hogg he will be able to lead the musical notes like the Pied Piper. This is shown by the default action button changing to 'pick up' when you are near the pile of notes. As Pepper wanders the Island with the notes trailing behind him, other islanders will dance as he passes near them.

Walkthrough	5. Talk to Mama Brickolini. 6. Go to the Party House. 7. Talk to the Red Greenbase or Rhoda Hogg. 8. Pick up a pile of musical notes. 9. Return to the Pizzeria. 10. Talk to Mama Brickolini. 11. Pour notes into the piano.

Clues During Quest	DJ: If Pepper talks to the DJ at the radio station he will be told to go to the party house, see the cutscene for more details. Margaret Patricia Post: Will give the player a clue in a one of her normal busybody tirades. 'Hello Pepper, yes the Island is pleasantly quiet today isn't it. Except those young people at the Party House, still partying and listening to an awful racket. In my day music was music, not this noise you youngsters listen to today...' Animal Chin: Is listening to the radio and will give Pepper a clue to visit the radio station. See the cutscene for more details.
Other Islanders	The other Islanders will complain about the lack of music, as music is a normal part of their lives.

Start Cutscene	This cutscene starts when Pepper talks to Mama Brickolini.
	Close shot over Peppers shoulder (back of Pepper) focused on Mama's face as she sits at her piano pressing the keys.

	Pepper and Mama are at a comfortable conversation distance. Pepper: What is wrong with the piano Mama Brickolini. Mama: I don'ta know Pepper I was playing this morning. *Camera fades to a soft focus view of Mama at the piano. Lighting should be different as this is a flashback. The correct sound of piano playing can be heard. As Mama plays musical notes will spring out of the top of the piano hovering in the air for a short time before fading away.* Mama: Everything was lovely Pepper the sun was up and my music wasa good, and then the notes wouldn't stay to be played. *As Mama speaks you can see the notes change from their normal hovering to flying away from the piano at high speed. The piano music changes slightly as the normal notes in the tune get cut off abruptly, until the piano music becomes horrible plunking. Mama's face becomes puzzled and then dismayed.* Mama: And now Pepper. *Camera fades back to the present and the original shot.* Mama: You can hear how unpleasant my music has become. *Mama begins to sob.* Pepper: Don't you worry Mama Brickolini I will find out what has happened to the musical notes, and you can make lovely music again! *Mama looks up with hope in her eyes, as Papa Brickolini hands Mama a hanky, which she takes and silently blows her nose with.*

Mama Reminder Conversations	These are the various conversations that Pepper and Mama will have after the quest has started.
	Mama: Have you found any musical notes yet Pepper. Pepper: Sorry Mama I haven't found any yet but I'm still looking.
	Mama hits a key, it plunks and she grimaces. Mama: Oh Pepper this is so awful. Pepper: I know Mama. I don't know where the music has gone, yet!

Rhoda Hogg Cutscene	This cutscene starts when Pepper talks to Rhoda Hogg at the Party House. And hasn't talked to Red Greenbase yet during this quest.
	Conversation camera of Pepper talking to Rhoda. Rhoda: Hello Pepper racing over to join our cool party. Pepper: Well no. *Pepper stops as he cannot be heard over the music. Then shouts.* Pepper: NO I HAVE COME BECAUSE ALL OF THE MUSICAL NOTES ARE HERE! *Pepper points at the pile of spent notes on the ground.* Pepper: AND THERE IS NO MUSIC ANYWHERE ELSE BECAUSE ALL THE NOTES ARE HERE! Rhoda: That's bad isn't it. Pepper: SURE IS RHODA. Rhoda: I'm only celebrating my first win! Pepper: CONGRATULATIONS. HEY WASN'T THE

	RACE THREE DAYS AGO? Rhoda: Three Days! Oh my I have to start preparing for my next race. Red! RED!! TURN THE MUSIC OFF THE PARTY IS OVER.

Red Greenbase Cutscene	This cutscene starts when Pepper talks to Red Greenbase at the Party House. And haven't talked to Rhoda Hogg yet during this quest.
	Conversation camera of Pepper talking to Red Greenbase. Red: Hello Pepper come to join our party. Pepper: Well no. *Pepper stops as he cannot be heard over the music. Then shouts.* Pepper: NO I HAVE COME BECAUSE ALL OF THE MUSICAL NOTES ARE HERE! *Pepper points at the pile of spent notes on the ground.* Pepper: AND YOU'VE TIRED THEM OUT SO MUCH THAT NO ONE ELSE HAS ANY MUSIC. Red: But it's only been three days! *Pepper looks at Red in disbelief.* Pepper: THREE DAYS IS TWO AND A HALF DAYS TOO LONG. Red: Yeah, as I was saying three days is quite enough for a party. RHODA CHILL OUT TIME, I'M GOING TO TURN THE MUSIC OFF.

The Party House Cutscene	This cutscene follows immediately after the Red Greenbase or Rhoda Hogg cutscenes.
	Medium shot of the Party House, with jigging musical notes in the air and a pile of notes on the ground. Red Greenbase

	and Rhoda Hogg are dancing outside. Pepper is standing next to whoever he was speaking to. *Red Greenbase walks to the front door of the house and goes inside. After a moment the music stops. The jigging musical notes sigh and then drop onto the pile of other spent notes.* Rhoda: I shouldn't hog all of the music Pepper, not unless I want to change my name. Melody Hogg. Nah, doesn't suit me.

End Cutscene	This cutscene plays when Pepper aproaches the Pizzeria with the last load of notes.
	Long shot of Pepper approaching the Pizzeria a trail of musical notes behind him. Fades to a medium shot of the open piano and Mama sitting expectantly on the piano stool, Papa is standing just behind her. Pepper goes up to the piano and the notes pour into it. Pepper: That's all of them Mama Brickolini. *Papa closes the piano lid. Mama begins to play and as perfect piano music pours out of the piano she breaks into song.* Papa: Thanks Pepper, my pizza's taste better with a bit of music, and Mama is happy again. Here have this... *Pepper receives some item...*

The Radio Station Cutscence	This cutscene starts when Pepper talks to the DJ at the Radio Station. This is a clue to where the musical notes have gone.
	Conversation camera of Pepper and the DJ. Pepper: Hiyah DJ, there doesn't seem to be any music left on the Island do you know what is happening. DJ: Well I'm still broadcasting music fine. Something must happen to the music after it has left the Radio Station...

	The camera pulls out into a long shot of the Radio Station. A stream of musical notes spring out of the antenna and fly towards the Party House. The camera pans to follow the notes ending up looking directly at the party house. DJ: Looks like all the music is ending up at the Party House. You better get down there and check it out. Pepper: Thanks DJ man, I shall check it out.

DJ Reminder Conversations	After the Radio Station cutscene the DJ reminds Pepper about the party house.
	DJ: Back here Pepper. Have you checked the party house out yet?
	DJ: Are you lost Pepper? Just follow the notes.

Animal Chin Cutscene	This cutscene starts when Pepper talks to Animal Chin. This is a clue to send the player to the Radio Station where the player will get another clue.
	Conversation Camera of Pepper talking to Animal Chin. Animal Chin is holding a radio to their ear and shaking it occasionally. Animal looks puzzled. Pepper: What are you listening too Animal Chin. Animal: It should be the hit parade Pepper, but it is not working properly. Listen. *Animal holds the radio up to Pepper's ear.* DJ (from radio): And now we have this weeks number one... *The radio then plays only static.* Pepper: That is strange dude. Animal: Something must be wrong at the Radio Station Pepper. Pepper: And at the Pizzeria.

Animal Chin Reminder Conversations	After the Animal Chin cutscene, Animal Chin will remind Pepper to visit the Radio Station.
	Animal: Have you seen the DJ at the Radio Station Pepper?

No.57 Birds Nest

Sub Quest Title	Bird Nest
Sub Quest #	
Story	The Block Buster is in a pickle because a big black bird has swiped his favourite mega-phone. He tells Pepper that the bird flew toward Space Mountain, maybe it has a nest up there.
How to Activate	Talk to the Block Buster:
Clue to Quest	Block Buster is stamping the ground and pointing to the sky.
Items or Skills needed	Double Jump, Sneak and Skate Jump.
Reward	L.A.F.T.A

Start Cutscene	Pepper talks to the Block Buster:
	CAMERA: Starts in normal conversation **Block Buster**: Oh Pepper quick, something terrible has happened. **Pepper**: What's up Block! **Block Buster**: My favourite mega-phone, has gone! **Pepper**: Where?

	Block Buster: I was just cleaning it….. *CAMERA: Cuts to a flash back of Block Buster cleaning his mega-phone.* Voice Over (VO) **Block Buster**: Well Pepper, after a great day filming, I decided to clean my Mega-phone. It had a tough day, what with all the shouting "CUT!" and "THAT'S A WRAP!" (VO) **Pepper**: And then what. (VO) **Block Buster**: Well that's when the bird came. *CAMERA: Bird swoops down and grabs the mega-phone and quickly takes to the air.* (VO) **Block Buster**: it just swooped in and grabbed it. I must say that I did keep it shiny. The bird must have been attracted to it. *CAMERA: Pans up and focuses on the bird flying off into the distance clutching the mega-phone. It can be seen flying toward space mountain.* (VO) **Block Buster**: and that was it, it flew off into the direction of Space Mountain. *CAMERA: Cut back to normal conversation.* **Pepper**: Whoa, that's totally un-cool Mr Buster dude. **Block Buster**: I know Pepper, I've got other mega-phones, but nothing as mega as that one. It should really be called my mega-mega phone. **Pepper**: Don't worry Mr Block Buster man, I'm sure I

	can get your mega-phone back. Cutscene End

Failure Cutscene	Pepper may fail the quest. He will therefore return to see Block Buster who will give him clearer instructions. **Pepper**: Hiya Block Buster. **Block Buster**: Hi Pepper…have you found my mega mega phone? **Pepper**: No sorry Block…can you give me any more clues. **Block Buster**: All I can tell you is that the bird flew towards Space Mountain. **Pepper**: Thanks Block. I will see if I can find it for you now. **Block Buster**: No problem Pepper. **Pepper**: Bye Block
Nest Cutscene	Pepper reaches the birds nest on Space Mountain
	CAMERA: Pans over Pepper's shoulder as he reaches into the birds nest, while the bird is sleeping. Focusing on to the mega-Phone (Whisper) **Pepper**: Yea I got the mega-phone. *CAMERA: Pepper picks up the mega-phone to reveal a L.A.F.T.A hidden underneath.* **Pepper**: Wow, a L.A.F.T.A….. *CAMERA: The bird wakes up, looks at Pepper and squawks. Before attempting to fly off with the L.A.F.T.A. Pepper being quick and nimble manages to grab the L.A.F.T.A just before the bird gets away.*

	Pepper: That was close! Now back to Block Buster: with his mega-phone. Cutscene End

Scaring Bird	Pepper scares the bird away (If he walks or runs toward the birds nest)
	CAMERA: Follows Pepper as he runs toward the birds nest. The bird looks at Pepper and squawks, before swooping off into the sky clutching the mega-phone. Pepper: oops I think I scared it. Pepper walks back to the cliff edge away from the bird. And the bird lands back in its nest. Cutscene End

End Cutscene	Pepper takes mega-phone back to Block Buster
	CAMERA: Follows Pepper into Studio area where Block Buster is stood waiting. **Pepper waves the mega-phone at Block Buster** **Pepper**: Hey, I got it! **Block Buster**: Pepper, My mega-phone, wow, how? **Pepper**: Aw, it was easy really, a few jumps and a bit of skate boarding skills. **Block Buster**: Well Pepper as you would say, that is "Cool Dude" **Pepper**: Cool Dude!

	Cutscene End

Walk Through	1) Talk to the Block Buster: 2) Travel to Space Mountain 3) Use ‘Skate Jump’ to reach rock 4) ‘Double Jump’ up the rock 5) ‘Sneak’ to the Birds nest 6) Collect mega-phone 7) Uncover a hidden L.A.F.T.A 8) Travel back to the Block Buster: 9) Return the mega-phone to him.

Mechanics	
	Scaring the Bird If Pepper moves too quickly toward the bird, it will get scared and fly up into the air (Scaring Bird cutscene). After the Cutscene Pepper will start the run again from the top of the cliff edge.

No.58 Mail Madness

Name:	Mail Madness
Story:	Ed-Mail is in trouble again. Fan mail has started to arrive and now Ed-Mail doesn't have time to deliver his normal letters. Pepper will offer to help Ed-Mail deliver his letters. Ed-Mails personality from Script Swap was very jovial. He made jokes with Pepper rather than being the butt of them. The jokes were physical and Ed-mail was puffing and panting all the time. When Ed puffs and pants he can lean forward as if doubled up. Ed mail is old fashioned and doesn't understand a lot of modern terminology.

Start Cutscene	*Camera: Normal conversation mode* *Scene: Can be staged anywhere on Lego Island* Ed-Mail will be standing somewhere appropriate with a big mail bag. Pepper will go up to him and offer to help him. Ed-Mail: Hi Pepper (puff...pant) (Ed-Mail has a fan in his hand) Pepper: Are you tired again Ed? Ed-Mail: I have tons of letters to deliver Pepper! (starts running on the spot). There are tons of fan letters to deliver. What I don't understand is why does everyone want a fan? It is not very hot unless you have been running. (starts fanning himself). Pepper: Oh no Ed! Fan mail is a letter sent from a fan to a star! Ed-Mail: (look of shock and horror, throws hands in the air) What! Fans have started sending letters? (He looks at his own fan). How can a fan send a letter and how can I deliver a letter to a star unless I have a space ship? Pepper: (Pepper starts giggling) No no Ed! A fan is someone who likes a film star. (Pepper speaks slightly slower for the last sentence using more emphasis on the words). Ed-Mail: Ahhhhh I see! Pepper: Now we have cleared that up…can I give you a hand with the letters? Ed-Mail: Sure Pepper, that would be a great help, and remember that you can use vehicles too. When you have finished remember to come back to me here.

	Pepper: Sure thing Ed! The HUD and a countdown appears on the screen. At the end of the countdown the HUD shows the first destination and the arrow appears showing the way.
Story	Pepper fails to deliver the letters or just stops delivering them. Pepper will be timed out if he doesn't deliver a letter within a certain amount of time and the game will be reset. Pepper will go through the opening cut scene each time the game resets. Pepper will be time out if he hasn't delivered a mail in 5 minutes. If Pepper returns to Ed-Mail during the game:
	Ed-Mail: Hi Pepper, if you get lost just aska de infomaniac for help.
Story	Pepper delivers the letters to the right addresses. His journeys are timed and he scores points for each delivery.
Story	Pepper returns to Ed-Mail at the end of the delivery.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Return to where Pepper met Ed-Mail* Ed-Mail: Hi Pepper…how did it go? Pepper: It was fun Ed! Ed-Mail: Come back to help me again any time. Pepper: Cool. See ya Ed. Ed-Mail: See ya Pepper.
Player Rewards	Pepper is rewarded with a score every time he delivers a letter. The reward will be dependent on the time. The time will be what the player can aim for.

How to activate sub-quest	The sub-quest is activated when Pepper talks to Ed-Mail at the games start point.
Clue to Quest	The clue to the quest will be Ed-Mail standing next to a big bag of letters.
Items or skills needed	This sub-quest will be open for the entire game. The player can therefore play the game with any vehicles they want to. To develop the game structure this game will predominately involve cars, the motorbike and boats. There will be the consideration of aircraft.
Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the name of the next recipient. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play.
Walkthrough	1Pepper talks to Ed-Mail 2Pepper delivers the letters to the addresses using different vehicles 3Pepper returns to Ed-Mail

No.59 Lost But Found

Lost But Found Part 1

Sub Quest Title	Lost but found
Sub Quest #	11
Story	Nick Brick is out on the hunt for a lost cat, but sadly he has only been able to find a lost dog. He asks Pepper to keep an eye out for a lost cat.

How to Activate	Talk to Nick Brick
Clue to Quest	Nick Brick is walking around with a dog
Reward	
Items or Skills needed	

Start Cutscene	Pepper talks to Nick Brick
	CAMERA: Starts in normal conversation **Pepper**: Hi Officer Nick. Is that your new police dog? **Nick Brick**: Hi Pepper, the dog? No it's not the new police dog. I'm actually looking for a cat. **Pepper**: Oh, is the dog here to help you find it? **Nick Brick**: No actually I found the dog while I was looking for the cat. I believe it's lost. **Pepper**: That's terrible. **Nick Brick**: Yes, I'm sure someone is missing it, and I will find out who as soon as I find this missing cat. Say Pepper you wouldn't be able to keep your eye out for the cat would you? **Pepper**: No problem Officer Nick, I'm always glad to help. **Nick Brick**: Great, please let me know as soon as you find it, I'm sure it's somewhere close. **Pepper**: I'm on it Cutscene End

Laura Brick Cutscene	Pepper meets Laura Brick

	CAMERA: Starts in normal conversation **Pepper**: Hi Officer Laura. **Laura Brick**: Good day to you Pepper. **Pepper**: What are you doing? **Laura Brick**: I'm on a very important case Pepper. **Pepper**: Sounds interesting. **Laura Brick**: Of course, interesting and important. I've got to find a lost dog, but I've only come across this cat so far. **Pepper**: hmmm a lost dog? **Laura Brick**: Yes why have you spotted one. **Pepper**: I sure have, Officer Nick Brick has one, and what's strange is that he is looking for a lost cat. **Laura Brick**: My my, that is strange Pepper. It seems as though we could have two cases for the price of one here. Let's go to Nick Brick. **Pepper**: Sure thing. Cutscene End

Nick and Laura Cutscene	Pepper brings Nick and Laura together.
	CAMERA: Starts in normal conversation. **Pepper**: Looks like we've got a case solved here. **Nick Brick**: Almost Pepper, we just need to find out

	who owns these animals now. *Nick crouches in front of the dog and checks its tag.* **Nick Brick**: Hmmm, that's strange it has a musical note engraved onto it. I wonder who's this could be? **Laura Brick**: Lets check the cat. *Laura Brick crouches in front of the cat and checks its tag.* **Laura Brick**: My my, the tag has the inscription of a parcel. How strange. **Nick Brick**: That is strange, say Pepper how would you like to solve this case? **Pepper**: Me, solve the dog and cat mystery? **Laura Brick**: Sure Pepper. **Pepper**: Wow, I'd love to. **Nick Brick**: Great, all you have to do is work out who these animals belong to and then return them. **Pepper**: sounds easy, I'm on it. **Laura Brick**: Remember Pepper, the Dog has a musical note and the cat has a parcel. **Pepper**: Cool. Cutscene End

DJ Cutscene	Pepper talks to DJ
	CAMERA: Starts as normal conversation **Pepper**: Hey DJ, is this your dog?

	DJ: Wow, hey there Pepper it sure is my dog. **Pepper**: Nick Brick found him. **DJ**: Fantastic Pepper, I'll dedicate the next track to you! Cutscene End

M P Post Cutscene	Pepper talks to M P Post
	CAMERA: Starts as normal conversation **Pepper**: Hi there Margaret. **M P Post**: Hello there Pepper. Say is that my cat you've got there. **Pepper**: It sure is. **M P Post**: Thank you ever so much Pepper for finding him that's brilliant, I'll make sure all your parcels are delivered first class. Oh say Pepper there is a parcel here for you now. **Pepper**: Wow really, cool what is it. *M P Post gives Pepper the parcel* **M P Post**: Why don't you open it and find out *Pepper opens the parcel to reveal a reward.* **Pepper**: Wow cool. Cutscene End

Walk Through	1) Talk to Nick Brick 2) Walk around and find Laura Brick 3) Take Dog to DJ 4) Take Cat to MP Post

Lost But Found Part 2

Sub Quest Title	Lost but found
Sub Quest #	11
Story	Laura Brick is out on the hunt for a lost dog, but sadly he has only been able to find a lost dog. He asks Pepper to keep an eye out for a lost cat.
How to Activate	Talk to Laura Brick
Clue to Quest	Nick Brick is walking around with a cat
Reward	
Items or Skills needed	

Laura Brick Cutscene	Pepper meets Laura Brick
	CAMERA: Starts in normal conversation **Pepper**: Hi Officer Laura. **Laura Brick**: Good day to you Pepper. **Pepper**: What are you doing? **Laura Brick**: I'm on a very important case Pepper. **Pepper**: Sounds interesting. **Laura Brick**: Of course, interesting and important. I've got to find a lost dog, but I've only come across this cat so far. **Pepper**: Do you need any help? **Laura Brick**: That would be an affirmative Pepper. **Pepper**: I can keep my eye out for a dog if you want.

	Laura Brick: Thank you Pepper, and be sure to call me as soon as you find one. Cutscene End

Start Cutscene	Pepper talks to Nick Brick
	CAMERA: Starts in normal conversation **Pepper**: Hi Officer Nick. Is that your new police dog? **Nick Brick**: Hi Pepper, the dog? No it's not the new police dog. I'm actually looking for a cat. **Pepper**: oh, is the dog here to help you find it? **Nick Brick**: No actually I found the dog while I was looking for the cat. I believe it's lost. **Pepper**: Hmm found it. **Nick Brick**: Yes, I'm sure someone is missing it, and I will find out who as soon as I find this missing cat. Say Pepper you wouldn't be able to keep you eye out for the cat would you? **Pepper**: Officer Laura has a cat **Nick Brick**: Really? **Pepper**: Sure, and what's strange is that she is looking for a lost dog. **Nick Brick**: Wow It seems as though we could have two cases for the price of one here. Let's go and see Laura Brick. **Pepper**: Sure thing. Cutscene End

Nick and Laura Cutscene	Pepper brings Nick and Laura together.
	CAMERA: Starts in normal conversation. **Pepper**: Looks like we've got a case solved here. **Nick Brick**: Almost Pepper, we just need to find out who owns these animals now. *Nick crouches in front of the dog and checks its tag.* **Nick Brick**: Hmmm, that's strange it has a musical note engraved onto it. I wonder who's this could be? **Laura Brick**: Lets check the cat. *Laura Brick crouches in front of the cat and checks its tag.* **Laura Brick**: My my, the tag has the inscription of a parcel. How strange. **Nick Brick**: That is strange, say Pepper how would you like to solve this case? **Pepper**: Me, solve the dog and cat mystery? **Laura Brick**: Sure Pepper. **Pepper**: Wow, I'd love to. **Nick Brick**: Great, all you have to do is work out who these animals belong to and then return them. **Pepper**: sounds easy, I'm on it. **Laura Brick**: Remember Pepper, the Dog has a musical note and the cat has a parcel. **Pepper**: Cool. Cutscene End

DJ Cutscene	Pepper talks to DJ
	CAMERA: Starts as normal conversation **Pepper**: Hey DJ, is this your dog? **DJ**: Wow, hey there Pepper it sure is my dog. **Pepper**: Nick Brick found him. **DJ**: Fantastic Pepper, I'll dedicate the next track to you. Cutscene End

M P Post Cutscene	Pepper talks to M P Post
	CAMERA: Starts as normal conversation **Pepper**: Hi there Margaret. **M P Post**: Hello there Pepper. Say is that my cat you've got there. **Pepper**: It sure is. **M P Post**: Thank you ever so much Pepper for finding him that's brilliant, I'll make sure all your parcels are delivered first class. Oh say Pepper there is a parcel here for you now. **Pepper**: Wow really, cool what is it. *M P Post gives Pepper the parcel* **M P Post**: Why don't you open it and find out *Pepper opens the parcel to reveal a reward.*

	Pepper: Wow cool. Cutscene End

Walk Through	5) Talk to Laura Brick 6) Walk around and find Nick Brick 7) Take Dog to DJ 8) Take Cat to MP Post

No.60 Shopper Panic

Name:	Shopper Panic
Story:	A Lego character has been left with lots of shopping bags from various people on the Island. These people have all simultaneously forgotten their shopping in the excitement of making the cool movie.
Start Cutscene	*Camera: Normal conversation mode* *Scene: Outside the Lego Island general store.* M P Post the general store owner will be standing outside the General Store with lots of shopping bags. Pepper will go up to him and offer to help her. M P Post: Howdy Pepper…I sure do have a problem, do you think you can help me? Pepper: What's the trouble Margaret, why do you have so much shopping? M P Post: To be honest Pepper this isn't my shopping at all. Look at this one…it is full of spanners and tools. Who do you think it belongs to. Do you think it belongs to a florist? Pepper: Errr…no Margaret maybe a mechanic?

	M P Post: Oh good thinking Pepper Camera focuses on Peppers face, he lifts his eye brows with incredulity. M P Post: Ahh here is one full of medicine, so that must belong to Nick Brick the policeman, he will be needing them Pepper. Pepper: (Giggling) I think Dr Clickit the Doctor will need the medicine more than Nick Brick. M P Post: Oh yes of course, the doctor will be needing medicine won't he, I am such a silly. Pepper: Just leave it to me Margaret. I will see what is in each bag and then I will know who to take it to. Margaret: Oh you are so clever Pepper…I will give you a hand. Here is a bag full of fish, you must take that to the garage! Pepper: (Giggling) Yes Margaret I will deal with everything. M P Post: Good Luck Pepper! Pepper: Thanks Margaret The HUD and a countdown appears on the screen. At the end of the countdown the HUD shows a list of items in a shopping bag. The player then has to work out who the bag belongs to. And deliver it there. The player will be aided by the fact that only one destination will have the particle effect there for Pepper to pass through. If Pepper can't work out the destination from the list of items he will be able to search for the correct destination and finish the game that way.
Story	Pepper fails or stops delivering the shopping. Pepper will get information from the infomaniac about

	delivering the shopping but after a given amount of time if Pepper has not delivered some shopping he fails the game. If Pepper fails then the game is reset and Pepper will have to start the game again. If Pepper returns to see M P Post during the game:
Start Cutscene	M P Post: Oh Hello Pepper, or is it salt. If you need any help just ask the…errr….mmmm….oh yes! the Infomaniac.
Story	Pepper delivers the shopping to the right addresses. His journeys are timed and he scores points for each delivery.
Start Cutscene	Pepper returns to the general store at the end of the delivery. M P Post: Great to see you Pepper! Was everything warm! Pepper: I think you mean cool…yeah everything was cool! M P Post: Good…well come again Pepper there will always be more shopping to deliver. Bye! Pepper: Bye Margaret!
Player Rewards	Pepper is rewarded with a score every time he delivers a shopping bag. The reward will be dependent on the time. The time will be what the player can aim for.
How to activate sub-quest	The sub-quest is activated when Pepper talks to the Lego character outside the general store.
Clue to Quest	The clue to the quest will be a Lego Character standing outside the general store surrounded by shopping bags.
Items or skills needed	This sub-quest will be open for the entire game. The player can therefore play the game with any vehicles they want to. To develop the game structure this game will predominately involve cars, the motorbike, boats

	and aircraft. The intention will be that the game can be extended by the discovery of the tri-gizmo.
Game Mechanics	The game mechanics for the delivery games is always the same. The HUD will have an arrow or will show the infomaniac to show which way Pepper is to go. There will be a timer counting down showing Pepper how much time he has left for that delivery. There will be a score at the end of the delivery rather then a score which counts down as the game progresses. There will be a text message telling Pepper the shopping bag contents. There may also be the players best score for that delivery if this is at least the second time that he has done it. This will give the player something to aim for each time they play. Note that there will be a small puzzle element to the shopping game. The text message tells Pepper the contents of a shopping bag and Pepper has to work out the recipient by the bags contents.
Walkthrough	45. Pepper talks to character outside general store 46. Pepper delivers the shopping bags 47. Pepper returns to the general store at the end of the quest

No.61 Brickulating Race

Title	**Brickulating Race**
Story	Technician Bob has finished his amazing brickulating vehicle, which can travel over sea, land and air. He challenges Pepper to a race, 1 lap around Lego Island as a boat, 1 lap around Lego island as a car and 1 lap around Lego island as a plane.
Quest Activation	Talk to Technician Bob

Clue that a Quest is Available	Technician Bob is not at Space Mountain. He has left a note that he is testing the Brickulating Gizmo at the harbour.
Notes	

Walkthrough	1. Talk to Technician Bob 2. Race 3 laps around Lego Island (Boat,Car and Plane)

Clues During Quest	
Other Islanders	

Gameplay	Pepper will be driving three different types of vehicle. Each of the vehicles will have distinctive handling. All vehicles lose speed when they turn. The first vehicle is a speedboat. This will have good acceleration, good top speed, poor braking, and poor turning. Boats will slide more then cars in corners. The second vehicle is a sporty car. This will have good acceleration, good top speed, excellent braking, and good turning. The third vehicle is a fast jet. This will have very good acceleration, excellent top speed, very poor braking, and poor turning. The plane can climb and dive, a climbing plane will decelerate and a diving plane will accelerate. Other vehicles can stop but a plane has a minimum speed and will not go below that speed. This is a race along a set course. The course is marked but the player does not have to stay within the marked course. Along the course is many checkpoints. The player must go through all the checkpoints in order. If the player misses a checkpoint and they go through the wrong checkpoint they will be reset to just in front of the checkpoint they should have gone through. The checkpoints are marked by rings and arches. The

	next checkpoint is shown by the ring or arch being highlighted. When you have passed through a correct checkpoint the ring or arch marking it disappears.

The Brickulating Race Course	
Water Lap	This course is similar to Boat Challenge B (Jet-Ski Challenge). The course is around and through LEGO Island. The outer edge of the course is marked by buoys to stop the player from wandering out to sea. The inside of the course is marked by the Island. There will be shortcuts through the Island so Pepper can get ahead. At the end of the Water Lap the course goes up a slipway and onto the roads of LEGO Island.
Ground Lap	The part of the course should feel like the Monaco grand prix. Cones and crash barriers mark the route. The course will go through most of the locations on the Island. At the end of the Ground Lap the course goes into the airport and along the runway. At the end of the runway Peppers car will change into a plane.
Air Lap	The course for the Air Lap is similar to the Plane Challenge. Instead of following a ribbon left by Super Station Master the course is marked only by floating rings. After take off the course heads to a bridge. This bridge is flown under and then the course climbs up and over to perform a loop centred on the bridge. After the bridge the course weaves between trees and hills (similar to the speeder bikes in Return of the Jedi). Then the course becomes a climbing spiral around Space Mountain. Once at the top of the mountain the course dives towards the ground, levelling out just before impact. The last section of the course flies between two tall buildings. The gap between the buildings is too narrow for the planes wings to fit between, Pepper will have to roll his plane sideways to fit between the buildings. Finally, the course returns to the Harbour.

Technician Bobs Challenge	Pepper runs into Technician Bob at the Harbour. Bob explains that he has finished his super Brickulating vehicle gizmo and is about to test it out. Would Pepper be interested in helping Bob test the gizmo by racing Bob around the Island.
	Conversation camera of Pepper and Technician Bob. Setting the Harbour. Bob is carrying two strange looking gizmo's one in each hand. Pepper: Technician Bob, what are you doing away from your workshop? TBob:Hello Pepper. I've finally finished the Brickulating Gizmo and its ready to be tested. Pepper: Wow! Hey you have two there. TBob:Indeed, I do have two gizmos. I'm going to test one and I need someone to test the other. Pepper: So what do you have to do to test the gizmo. TBob:I was thinking of a race. Pepper: Cool! TBob:Okay, first one back here after three laps of the Island is the winner. The first lap is on water, then we shall race through the streets, and finally we take to the skies. All in the same vehicle, with the power of my gizmo the vehicle will change from a boat into a car and then into a plane.
Pepper Accepts	Pepper: Lets get started. TBob:Chose your boat Pepper, keep in mind that the boat you choose will affect the car you drive and the plane you fly.
Pepper Refuses	Pepper: I can't race you at the moment I'm a bit busy. TBob:Oh well come back when you're ready.

Missed a Checkpoint	If Pepper misses a checkpoint he will be reset to the checkpoint he should have gone though and a warning message is displayed.
	Race camera of Pepper in his vehicle. *Camera fades out.* *Camera fades back in Pepper is reset to just before the checkpoint he should have gone through.* *The holographic Infomaniac pops up.* Infomaniac: Pepper you have to go through the correct checkpoint.

Pepper Loses Cutscene	If Bob beats Pepper in the race. The player is given the option of trying again. Bob will claim that there are still a few bugs in the gizmo. If Pepper wants to they can race again to test that the gizmo is working properly. This is set off as soon as Technician Bob completes the race.
	Race camera of Pepper and his vehicle. *Peppers vehicle suddenly stops and will brickulate wildly through its forms continuously.* Pepper: Uh I think I have a problem. *The holographic Infomaniac appears.* Infomaniac: Don't worry Pepper I've told Technician Bob and he's on his way. *Camera fades out.* *Camera fades back in.* *Medium shot of Pepper and Technician Bob.* *Setting the Harbour. Technician Bob has a screwdriver in his hand and his face is smudged with grease.*

	TBob:Right I think that's fixed it. Do you want to help me test the gizmo again Pepper?
Pepper Accepts	Pepper: Of course Bob. TBob:Excellent.
Pepper Refuses	Pepper: I've got pins and needles, I think the gizmo was trying to brickulate me! TBob:Well I think I fixed it so come back when your feeling better.

Pepper Wins Cutscene	If Pepper wins the Brickulating Race. Bob congratulates Pepper and rewards Pepper with the gizmo that will allow any vehicle Pepper uses to brickulate into a flying vehicle, water vehicle or ground vehicle. This is set off as soon as Pepper completes the race.
	Long shot of Pepper in his vehicle. *Setting the Harbour. Peppers plane lands on the water and changes into its original boat.* *The camera pans back up the course to follow Technician Bob as he crosses the finish line.* *Camera fades out.* *Camera fades back in.* *Medium shot of Pepper on a podium.* *Setting the Harbour.* *Technician Bob walks up the steps of the podium and places a medal around Peppers neck.* *Cut to a close up of the medal. The medal is revealed to be the brickulating gizmo.* TBob:Congratulations Pepper. With your help in testing my latest invention Pepper I award you the Brickulating Gizmo. *Conversation camera of Pepper and Technician Bob.* *Pepper and Bob are shaking hands.*

	Pepper: Thanks Bob, this is great I can go anywhere in any vehicle.

Holomaniac Speech

Introduction

The Holomaniac will have speech associated with every change of state of the Game.

Reference ID	
Conversation ID	
Précis	
Text ID	
Character	
Speech	

1	
Conversation 1.1	
Précis	Holomaniac: Car Chase
1.1.1	
Character	Holomaniac
Speech	If you like cars…try the garage!

2	
Conversation 2.1	
Précis	Holomaniac: Script Swap
2.1.1	
Character	Holomaniac
Speech	Ed-mail could do with some help delivering the mail!

3	
Conversation 3.1	
Précis	Holomaniac: Gust of Wind
3.1.1	
Character	Holomaniac
Speech	Papa needs some help with his hat. Check it out at the Pizzeria.

4	
Conversation 4.1	
Précis	Holomaniac: Slidey Puzzle
4.1.1	
Character	Holomaniac
Speech	Jack O'Trades and M.P.Post have something in common. Why not look into it. Its Wacky!

5	
Conversation 5.1	
Précis	Holomaniac: Pizza Machine
5.1.1	
Character	Holomaniac
Speech	Technician Bob is no expert at delivering Pizzas, maybe he could do with your expert help.

6	
Conversation 6.1	
Précis	Holomaniac: Car Licence
6.1.1	
Character	Holomaniac
Speech	To get a car licence you need a car, a garage could be a good place to start looking.

7	
Conversation 7.1	

Précis	Holomaniac: Flower Power
7.1.1	
Character	Holomaniac
Speech	Roses are red violets are blue, Red Greenbase is unhappy, what can you do?

8	
Conversation 8.1	
Précis	Holomaniac: Skate Challenge
8.1.1	
Character	Holomaniac
Speech	Skateboarding is a challenge, but you will find out how much at the skate park.

9	
Conversation 9.1	
Précis	Holomaniac: Skate Race
9.1.1	
Character	Holomaniac
Speech	I hope you like skateboard races because Bony Hawks does. Find him and see!

10	
Conversation 10.1	
Précis	Holomaniac: Stunt Bike
10.1.1	
Character	Holomaniac
Speech	Have you ever wanted to drive a motor bike round a construction yard…if you go there you will have the chance!

11	
Conversation 11.1	
Précis	Holomaniac: Car Challenge
11.1.1	
Character	Holomaniac

11	
Conversation 11.1	
Précis	Holomaniac: Car Challenge
Speech	There are two challenges here, the second one is racing in a car, the first is finding Rhoda Hogg. Get set and go!

12	
Conversation 12.1	
Précis	Holomaniac: Matching Brickimals
12.1.1	
Character	Holomaniac
Speech	If you love animals you will love this game and who loves animals more than Rolf the Vet. See him for some fun.

13	
Conversation 13.1	
Précis	Holomaniac: Self-Drive
13.1.1	
Character	Holomaniac
Speech	Technician Bob is up to his old tricks again. He just won't stop and nor will the car he has just built. Doh!

14	
Conversation 14.1	
Précis	Holomaniac: Boat Licence
14.1.1	

14	
Conversation 14.1	
Précis	Holomaniac: Boat Licence
Character	Holomaniac
Speech	If you are looking for Boats then Valerie is the girl to ask, she is not bad at Res-Quing people either!

15	
Conversation 15.1	
Précis	Holomaniac: Crazy Pizza
15.1.1	
Character	Holomaniac
Speech	Everyone likes pizza but not if its cold. See Papa for a quick fire delivery game.

16	
Conversation 16.1	
Précis	Holomaniac: Sneak
16.1.1	
Character	Holomaniac
Speech	Learn a new skill to get those Brickster bots. Jack O'Trades is the man to see.

17	
Conversation 17.1	
Précis	Holomaniac: Jet Ski
17.1.1	
Character	Holomaniac
Speech	I guess you would like to learn to Jet Ski…I didn't harbour any doubts about it!

18	
Conversation 18.1	
Précis	Holomaniac: Boat Challenge
18.1.1	

18	
Conversation 18.1	
Précis	Holomaniac: Boat Challenge
Character	Holomaniac
Speech	The beach is the place for watersports and Snap Lockitt will give you a sporting chance in a boat race.

19	
Conversation 19.1	
Précis	Holomaniac: Diversion Dilemma
19.1.1	
Character	Holomaniac
Speech	If you want a diverting change then have a chat to Nick Brick!

20	
Conversation 20.1	
Précis	Holomaniac: Lost Brick
20.1.1	
Character	Holomaniac
Speech	Nubby Stevens is an expert with Cars but even he is stumped at the garage.

21	
Conversation 21.1	
Précis	Holomaniac: Short Sighted
21.1.1	
Character	Holomaniac
Speech	Valerie Stubbins could do with your help. Can you see what needs to be done!

22	
Conversation 22.1	
Précis	Holomaniac: Floating Trouble

22	
Conversation 22.1	
Précis	Holomaniac: Floating Trouble
22.1.1	
Character	Holomaniac
Speech	Some problems are just up in the air, and if you go to the mountain you'll find one.

23	
Conversation 23.1	
Précis	Holomaniac: Backwords
23.1.1	
Character	Holomaniac
Speech	

24	
Conversation 24.1	
Précis	Holomaniac: Plane Licence
24.1.1	
Character	Holomaniac
Speech	

25	
Conversation 25.1	
Précis	Holomaniac: Flying Chair
25.1.1	
Character	Holomaniac
Speech	

26	
Conversation 26.1	
Précis	Holomaniac: Wacky Warehouse
26.1.1	
Character	Holomaniac

26	
Conversation 26.1	
Précis	Holomaniac: Wacky Warehouse
Speech	

27	
Conversation 27.1	
Précis	Holomaniac: Spanner Sandwich
27.1.1	
Character	Holomaniac
Speech	

28	
Conversation 28.1	
Précis	Holomaniac: Plane Chase
28.1.1	
Character	Holomaniac
Speech	

29	
Conversation 29.1	
Précis	Holomaniac: Plane Challenge
29.1.1	
Character	Holomaniac
Speech	

30	
Conversation 30.1	
Précis	Holomaniac: Flying Tour
30.1.1	
Character	Holomaniac
Speech	

31	

Conversation 31.1	
Précis	Holomaniac: Parachute
31.1.1	
Character	Holomaniac
Speech	

32	
Conversation 32.1	
Précis	Holomaniac: Medical Worry
32.1.1	
Character	Holomaniac
Speech	

33	
Conversation 33.1	
Précis	Holomaniac: Pranksters
33.1.1	
Character	Holomaniac
Speech	

34	
Conversation 34.1	
Précis	Holomaniac: Tri-Gizmo
34.1.1	
Character	Holomaniac
Speech	

35	
Conversation 35.1	
Précis	Holomaniac: Musical Notes (Bucketful of Notes)
35.1.1	
Character	Holomaniac
Speech	

36	
Conversation 36.1	
Précis	Holomaniac: Brickster's Tower
36.1.1	
Character	Holomaniac
Speech	

37	
Conversation 37.1	
Précis	Holomaniac: Mail Madness
37.1.1	
Character	Holomaniac
Speech	

38	
Conversation 38.1	
Précis	Holomaniac: Birds Nest
38.1.1	
Character	Holomaniac
Speech	

39	
Conversation 39.1	
Précis	Holomaniac: Lost But Found
39.1.1	
Character	Holomaniac
Speech	

40	
Conversation 40.1	
Précis	Holomaniac: Brickulating Race
40.1.1	
Character	Holomaniac
Speech	

41	
Conversation 41.1	
Précis	Holomaniac: Brickster Battle
41.1.1	
Character	Holomaniac
Speech	

42	
Conversation 42.1	
Précis	Holomaniac: Shopper Panic
42.1.1	
Character	Holomaniac
Speech	