



Lego Island Sub-game Ideas 2

A brief summary of ideas for more
sub-games for Lego Island 3

Document Version 1.0.1

Author Phil Harris
Contributors

**© Copyright 2000 Silicon Dreams Studios Ltd.
Strictly Confidential**



Contents

1	PIZZA THROWING MATCH	3
2	AVALANCHE	3
3	RESCUE RUN	3
4	LIBRARY LOB	3
5	CRAZY GOLF	3
6	YETI CALL	3
7	THE KING SAYS.....	3



This document gives a brief summary of some more ideas for possible sub-games for Lego Island III. These ideas are very basic suggestions and most have not been designed in any great detail.

1 Pizza Throwing Match

Pepper and an opponent line up either side of a field. Across the screen behind each character is a row of pizzas. Each character can pick up a pizza and throw it across at their opponent. If the pizza hits the opponent they are knocked over for a couple of seconds. If the pizza misses it lands on the ground behind the character ready to be thrown back. The winner is the first person to get all of the pizzas onto their opponent's side of the field.

2 Avalanche

Pepper is at the top of a mountain in the Himalayas when an avalanche starts. He must 'surf' down the mountain as the avalanche follows him down, jumping over crevices, avoiding snowballs rolling in from the side of the screen and rescuing villagers and baby as he goes.

3 Rescue Run

Pepper must rescue several people who have been trapped in a canyon inhabited by a group of rogue llama herders led by Dale-eye Llama. Pepper must run or skateboard down the canyon avoiding the rogue herders and their spitting Llama's. Once he gets to the end of the canyon he frees the trapped people and runs back down the canyon with them.

4 Library Lob X

A library has been built in some caves by digging holes into the wall. Pepper must help the librarian Silas Plees flip the scrolls into the right places in the library.

5 Crazy Golf

Pepper must take part in a crazy golf competition along the Great Wall of China against China's greatest crazy golfer, Mandy Ryn. Who is indeed, crazy.

6 Yeti Call

Pepper must get the help of the Yeti's by going into the mountains and calling for them. The Yeti will make a call that Pepper must repeat with the correct combination of key presses.

7 The King Says

Pepper needs to talk to the king, however before he can he must perform the appropriate formalities. The King's assistant will ask Pepper to perform a particular move, bow, salute, nod etc. each requiring a different key combination. However, Pepper should only perform the move if the assistant says The King Says... before asking for the move.