Lego Island Sub-game Ideas

A brief summary of ideas for sub-games
for Lego Island 2 (AGB) or Lego Island 3

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

1 Pizza Parlour

Single Screen

Pepper must serve customers at tables pizza, 'Tapper' style.

2 Sinking Ship

Four Way Scroller

Set inside a large ship (Pirate perhaps) made up of a series of platforms connected by ladders. The Brickster is drilling holes in the walls of the ship. Pepper must run around the ship, avoiding enemy creatures and collecting plugs to plug the holes. If Pepper takes too long the ship sinks, if he's quick enough he is able to catch the Brickster and photograph him

3 Heli-Pack

Horizontal Scroller

The parts of a vehicle have been scattered across the landscape. Using a helicopter back pack, Pepper must fly across the landscape, picking up the pieces one at a time and dropping them on top of each other to rebuild the vehicles. Enemy bots also move around the landscape, stealing the pieces and getting in the way of Pepper.

4 The Tower

Four Way Scroller

Pepper must climb to the top of a castle tower. Pepper is viewed in the middle of the tower, as he moves the tower "rotates" towards him. Gaps in the platforms leading up the tower, birds, people that stick their heads out of windows to knock Pepper off by accident, unstable platforms, birds that carry Pepper up the tower and other classic platform elements add to the challenge.

5 Cavern Rescue

Four Way Scroller

Several inhabitants of Lego Island are trapped in a series of caves discovered under the island. Pepper must fly a helicopter through the caverns, avoiding rock falls, bats etc. to rescue the trapped people.

6 Runaway Train

Right-Left Scroller

The Lego Train is running out of control. Pepper must run along the top of the train, jumping over and ducking under obstacles until he reaches the cab and can stop the train.

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7 Circuit Break

Puzzle

The Brickster has mixed up the circuits of the computer on Lego Island, Pepper must reconnect the circuits. Electricity is 'fired' in from one side of an on-screen maze and Pepper must get it to the exit. The maze contains doors, switches that open those doors, mirrors, power drains etc. By placing mirrors and splitters in the correct places Pepper can reflect the power round the maze, activate switches and get the power to the exit.

8 Bubble Rider

Vertical Scroller

Pepper is trapped underwater. A fault in the ground is causing bubbles to rise from the earth up to the surface. Pepper must jump onto the bubbles and ride them to the top, avoiding the fish etc. that are swimming in the level. The bubbles will only take Peppers weight for a short time before they burst.

9 Buried Treasure

Single Screen

Pepper must dig down searching for treasure while avoiding enemies which move around the tunnels Pepper digs. Rocks can be pushed on top of enemies to get rid of them or stun them.

10 Fire Escape

Single Screen

A building on Lego Island is on fire and several inhabitants are trapped on the upper floors. In true game and watch style Pepper must use a trampoline to bounce people to safety as they jump from the building.

11 Motorcycle Jump

Right-Left Scroller

Pepper must leap a ravine on his bicycle. Alternating button presses increase the speed of the cycle. Assuming the player builds enough speed Pepper leaps the canyon.

12 Picture Puzzle

Puzzle

The Brickster has ripped up one of Pepper's photos. Pepper must push the pieces around and rotate them into position to complete the picture. This is one of the old sliding tile puzzles but with the addition of being able to rotate the pieces as well.

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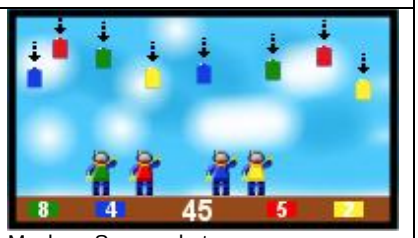
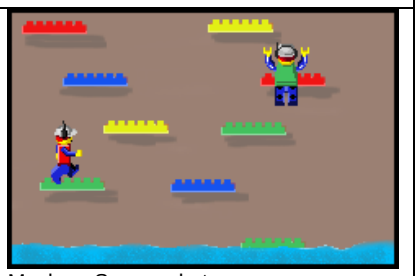
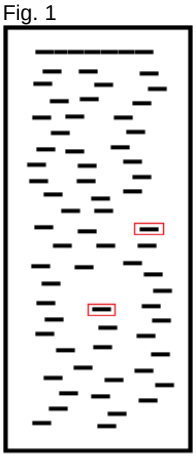
13 Catch - A - Brick

Title:	Catch - A - Brick
Players:	2 to 4
Controls:	No Use No Use No Use Walk Left Walk Right No Use No Use No Use No Use Fire Water pistol No Use No Use
Engine:	Single Screen
Game Type:	Timed, 60 seconds count down. Top score to win. 1 point per brick
Story:	Brick-bots have stolen Lego Island's supply of bricks and are currently throwing them out of a hot air balloon onto Lego town. The player must put a stop to this havoc by collecting the bricks and returning them to the Lego Factory. Each player is designated a brick colour to collect, this is shown by the colour of their jumper.
Gameplay:	The aim of the game is collect your own coloured bricks, while shooting your opponents bricks with the water pistol in hope to prevent them from collecting theirs. The winner is the person with the highest amount of bricks caught at the end. Players The aim is to walk the character underneath the coloured bricks using the d-pad's left and right. The player scores a point when the correct coloured brick touches the character.  Mock up Screen shot Arrows have been added to show direction There is no collision between characters they just overlap one another to give the impression that one is walking in front of the other. The player can also stand underneath other players' bricks and fire a water pistol (Button A). This will fire a jet of water upwards, sending the brick back to the top of the screen to restart its fall. Bricks Bricks will constantly fall from the top of the screen, with no player interaction a brick will hit the ground and disappear. There will be two of each colour brick falling down at any one time, only to be replaced when a player captures one or it hits the ground. A replaced brick will fall from a random point between the left and right borders of the screen, it will not however fall on the same line as another brick, this is to stop two players fighting for the same spot. Each brick will fall at a random speed between 15–30 pixels a second (Predicted) non-accelerated. Special Bricks At random points throughout the game a special white coloured brick will fall as an extra to the eight coloured bricks. The player who gets this brick will move at double speed for 10 seconds, it will also add an extra two points to his score. Although quite rare bricks can randomly turn grey through the game, this can happen to any brick (Except white) as it reaches the half way point between the top and bottom of the screen. Players catching this brick will be deducted 1 point.
High Score:	Will be on most bricks caught.

14 Top of the pack

Title:	Top of the pack
Players:	1 to 4
Controls:	+ Jump No Use + Jump Walk Left Walk Right No Use No Use No Use No Use Jump No Use No Use No Use
Engine:	Vertical Scrolled
Game Type:	First to the top or last one alive
Story:	Pepper needs to escape from the underground quickly as it is filling with water. Using the ledges; he has to hop to ground level before the water catches up.
Gameplay:	Starting at the bottom of the hole, Players need to jump on the ledges in order to both stay out of the water and reach the top. After a few seconds the screen will start to rise with the water level, always visible at the bottom of the screen (See Shot). Mini-Figs Players can perform straight up jumps by pressing the jump button; they can also jump diagonally by combining the button press with an up-left or up-right cursor.  Mock up Screen shot There is no collision between characters, they simply pass through one another, too give the impression that one is walking in front of the other. If a character lands in the water then it is out of the game. Landing in the water is done by either not jumping off a brick when it is submerged, miss jumping in to the water or walking off the edge of a brick. Level The levels are randomly generated so that no player can have unfair knowledge of the level. This process works out paths to the end, it also includes a small number of dead ends, these being ledges that have no other ledge above them to jump to, forcing the player to quickly retreat and take a new path before the water cuts him off. See Fig. 1 for an example of a level layout with dead end paths. If a player reaches the top or if there is only one player left, the game will end Screen The game screen will rise at a constant rate, until it reaches the top of the level. Fig. 1 
High Score:	No high score table

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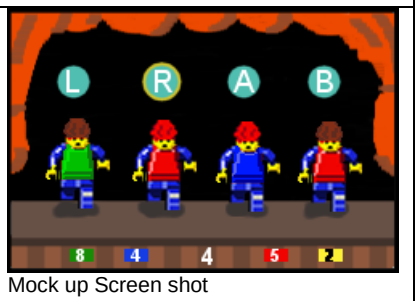
15 The Lego Island Dance

Title:	The Lego Island Dance
Players:	1 to 4
Controls:	No Use No Use No Use No Use No Use No Use No Use No Use Select 4 Select 3 Select 1 Select 2
Engine:	Single Screen
Game Type:	10 Rounds Top score to win. 1 point per Correct Guess
Story:	Pepper has chased the Brickster, into Lego island dance class. But as always the Brickster has a trick up his sleeve, he has dressed up as a dancer and mingled in with the class. It's up to Pepper to spot which one he is amongst the four dancers.
Gameplay:	Watching the four mini figs dance, the player must decide which dancer the Brickster is by spotting who is moving out of sync with the rest. Once decided the button labelled above the mini-fig must be pressed. The example screen shot shows that this particular player has selected mini-fig R as the Brickster. Once the Mini-figs end their dance routine the Brickster will reveal him self and the correct Players Each player must choose who they think it is before the dance sequence is over, the players choices are only shown on their own screen; this is to stop other players copying. Once the dance sequence is over the Brickster reveals himself and anyone who guest correctly wins a point. The curtain will then close while the dancers shuffle up, once it reopens the mini figs will start a new dance. Dancers The mini figs will have many different styles of dancing, each using different parts of the body. To add to the difficulty of the game, each mini fig will wear a different set of clothes each round. The Brickster will fall out of sync with the rest of the dancers around two seconds into the sequence moving randomly faster or slower. The game ends after ten rounds have finished, the winner is the player who has most points.
High Score:	Highest number of points



Mock up Screen shot

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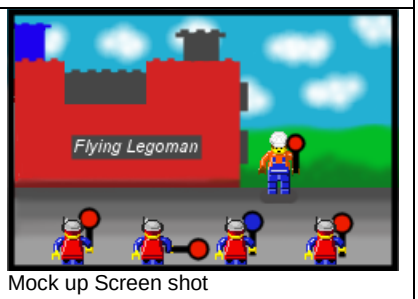
16 Signal Challenge

Title:	Signal Challenge
Players:	1 to 4
Controls:	No Use Point Up No Use Point Left Point right No Use Point Down No Use Blue Red No Use No Use
Engine:	Single Screen
Game Type:	Last Man Standing Hand To Eye co-ordination
Story:	For Pepper to become a train driver, he needs his licence. So he needs to pass the signal test. Competing against four other mini figs (Computer or Player) he must mimic the signalman, as he displays the signalling commands.
Gameplay:	Watching the Signalman the players must copy his signal in both direction and colour. Players Players must wait and watch the signalman, as soon he shows his signal the players must quickly select the correct colour (A or B) and press the direction of the paddle (D-Pad). The player can change his mind and make a different signal, but only within the time limit. If the player selection is correct then he goes through to the next round. If the player decides incorrectly then he will be dropped. The remaining contestants will play on. The game ends when there is only one contestant left.  Mock up Screen shot Signalman Using his paddle the signalman will show the players a signal, made up from a direction (Up, Down, Left or Right) and a paddle colour (Red or Blue) once the signal is shown then the players must copy. He then waits for 5 Seconds (Predicted) then carries onto the next signal. As the game continues each round will get slightly faster. Also the signalman can randomly make a mock signal where he will use two paddles, the correct one displaying a colour (Red or Blue) and the mock one displaying Black.
High Score:	No High Score Table

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17 Take a Photo!

Title:	Take a Photo!
Players:	1 to 4
Controls:	No Use No Use No Use No Use No Use No Use No Use No Use No Use Take Photo No Use No Use
Engine:	Single Screen
Game Type:	Timed, 60 seconds count down. Top score to win. 1 point per Brick Bot Photo
Story:	Pepper has heard that the Brick Bots are hiding in Lego Island Park. He must take photos of them as proof for the police.
Gameplay:	The player is on the look out for any Brick Bots that appear on screen. The player must press the Take photo button when a Brick Bot appears. The player will loose 1 point If a photo is taken while no Brick Bots are on screen. The game aims to be fast and fluid creating a feeling of panic and rush for the player. Scores after the sixty seconds should be high, 40-50 (Predicted) giving the player no time to relax or think but to use only reactions. Mock up Screen shot Scene The scene will have a number of hotspots where Mini Figs or Brick Bots will appear. Using layering figures appearing in the distance will be smaller this is to give the impression of depth. To extend play the game could possibly have many scenes, featuring a variety of themes like; City streets, a Library and many others. Brick Bots & Mini Figs These pop out from different parts of the scene, on the screen shot you can see a mini fig popping up from behind the rock. The screen will have many objects that the characters can spring from. They will stay on screen for a random time of around ½ to 1 seconds (Predicted). Brick Bots should appears quite quickly and in fair succession. Players receive one point per Brick Bot on screen.
High Score:	Highest number of points

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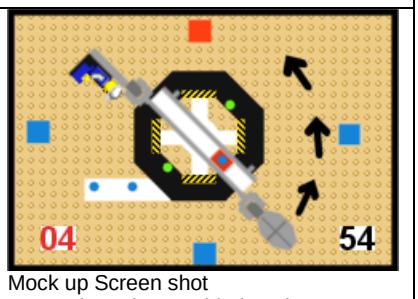
18 Centrifuge

Title:	Centrifuge
Players:	1 to 4
Controls:	No Use No Use No Use No Use No Use No Use No Use No Use No Use Hit Block No Use No Use No Use
Engine:	Single Screen
Game Type:	Reaction, highest points
Story:	The nasty Brick bots have locked Pepper in the centrifuge. The main control has been destroyed and Peppers only chance of escape is to hit the over ride switches. To make things more difficult the override switches aren't working properly, in hope to get them to work Pepper must press them as many times as he can within 60 seconds.
Gameplay:	Pepper has to hit the four coloured blocks as he passes them (Shown in screen shot as three blue and one red). Pepper earns one point each time a block is successfully hit. Centrifuge As the game starts the centrifuge slowly moves round in a circular motion, making the blocks easy to hit. From the start the centrifuge start to accelerate, starting slowly over the 60 seconds it gains speed until the unit turns into a blur. The player needs to produce a steady rhythm, which accelerates with centrifuge up to a fast button tapping near the end of the game. Coloured blocks The four blocks are located at the top, bottom, left and right of the screen. To activate a block Peppers body must be aligned up next to it and the button must be pressed. Once a Block is hit it will turn red until the next block is hit.  Mock up Screen shot Arrows have been added to show direction
High Score:	Highest number of points scored

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19 Face Match

Single Screen

Each player is dealt with 9 cards featuring mini fig faces, all face up so the player can see. Then the computer shows a card matching one of the 9 dealt, and the first player to hit their card wins the round.

20 Whack a Bot

Single Screen

This is an advanced version of whack a bot, with new bot types. Now some bots wear hard hats to protect themselves, so pepper has to hit these twice rather than the usual once. And special bonuses include a large mallet with which pepper can hit two holes in a line at once.

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