



Lego Island Sub-games

Design Document Lego Island 3 sub-games

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1 Catch - A - Brick

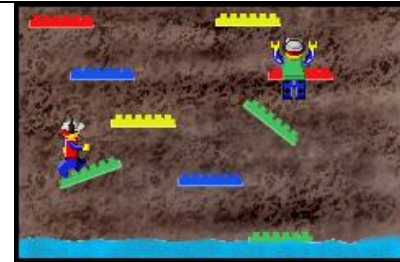
Title:	Catch - A - Brick				
Players:	2 to 4				
Controls:	No Use	No Use	No Use	No Use	No Use
	Walk Left		Walk Right		Fire Water pistol
	No Use	No Use	No Use		No Use
Engine:	Single Screen				
Game Type:	Timed, 60 seconds count down. Top score to win. 1 point per brick				
Story:	Brickster-bots have stolen 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:	<p>Players Aim 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.</p> <p>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.</p> <p>There is no collision between characters they just overlap one another to give the impression that one is walking in front of the other.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>Winning The player who has caught the most bricks at the end of the game is declared the winner.</p>				
High Score:	Most bricks caught.				



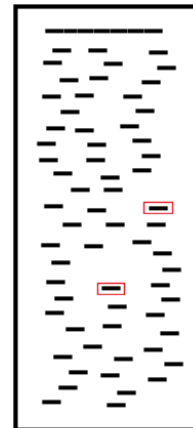
Mock up Screen shot
Arrows have been added to show direction

2 Top of the pack

Title:	Top of the pack																							
Players:	1 to 4																							
Controls:	No Use Walk Left + Jump No Use	No Use  No Use	No Use Walk Right + Jump No Use																					
	No Use	 Jump	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:	<p>Players Aim 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).</p> <p>Players Players can perform straight up jumps by pressing the jump button; they can also jump diagonally by combining the 'Jump' button press with a left or right cursor. 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.</p> <p>Bricks There are a number of different bricks that the players navigate over, each has their own colours and attributes, in a table below are the descriptions of each:</p> <table border="1"> <thead> <tr> <th>Colour</th> <th>Description</th> <th>Frequency</th> </tr> </thead> <tbody> <tr> <td>Red</td> <td>Standard Brick, no effects</td> <td>Common</td> </tr> <tr> <td>Yellow</td> <td>Spring Brick, Pepper constantly bounces on them. When Pepper jumps they are twice as high</td> <td>Uncommon</td> </tr> <tr> <td>Blue</td> <td>Sticky Brick, Slows Peppers movement by 2</td> <td>Uncommon</td> </tr> <tr> <td>Green</td> <td>Tilt Brick, this pivots from the centre of the brick, Pepper has to balance to stay on.</td> <td>Rare</td> </tr> <tr> <td>White</td> <td>Lift Brick, When Pepper stands on this brick, it rises like a lift to the next brick.</td> <td>Rare</td> </tr> <tr> <td>Grey</td> <td>Drop Brick, This brick will fall after 2 seconds of Pepper standing on it</td> <td>Rare</td> </tr> </tbody> </table> <p>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.</p> <p>Screen The game screen will rise at a constant rate, until it reaches the top of the level.</p> <p>Winning The winner is either the first player to reach the top of the wall or the last player on screen.</p>			Colour	Description	Frequency	Red	Standard Brick, no effects	Common	Yellow	Spring Brick, Pepper constantly bounces on them. When Pepper jumps they are twice as high	Uncommon	Blue	Sticky Brick, Slows Peppers movement by 2	Uncommon	Green	Tilt Brick, this pivots from the centre of the brick, Pepper has to balance to stay on.	Rare	White	Lift Brick, When Pepper stands on this brick, it rises like a lift to the next brick.	Rare	Grey	Drop Brick, This brick will fall after 2 seconds of Pepper standing on it	Rare
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Blue	Sticky Brick, Slows Peppers movement by 2	Uncommon																						
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White	Lift Brick, When Pepper stands on this brick, it rises like a lift to the next brick.	Rare																						
Grey	Drop Brick, This brick will fall after 2 seconds of Pepper standing on it	Rare																						
High Score:	No high score table																							









Mock up Screen shot








Dead ends
Fig. 1






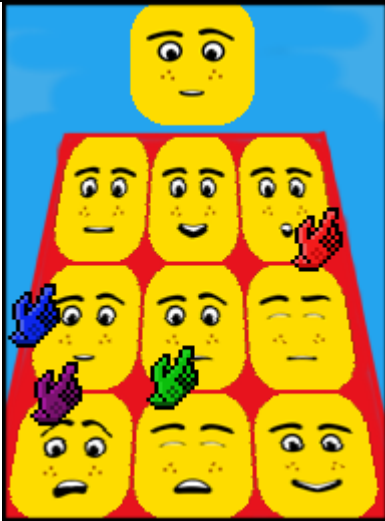
3 Signal Challenge

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:	<p>Players Aim Watching the Signalman the players must copy his signal in both direction and colour.</p> <p>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</p> <p>incorrectly then he will be dropped. The remaining contestants will play on. The game ends when there is only one contestant left.</p> <p>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.</p> <p>Winning The last remaining character is declared the winner.</p>		
	 <p>Mock up Screen shot</p>		
High Score:	Longest Game Time		





4 Take a Photo!

Title:	Take a Photo!		
Players:	1 to 4		
Controls:	<p>No Use No Use No Use</p>  <p>No Use No Use No Use</p>	<p>No Use</p>  <p>Take Photo</p>	<p>No Use</p>  <p>No Use</p>  <p>No Use</p>
Engine:	Single Screen		
Game Type:	<p>Timed, 60 seconds count down. Top score to win. 1 point per Brickster Bot Photo</p>		
Story:	<p>Pepper has heard that the Brickster Bots are hiding in Lego Island Park. He must take photos of them as proof for the police.</p>		
Gameplay:	<p>Players Aim The player is on the look out for any Brickster Bots that appear on screen. The player must press the 'Take photo' button when a Brickster Bot appears. The player will loose 1 point If a photo is taken while no Brickster 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.</p>  <p style="text-align: center;">Mock up Screen shot</p> <p>Scene The scene will have a number of hotspots where Mini Figs or Brickster 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.</p> <p>Brickster 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). Brickster Bots should appears quite quickly and in fair succession. Players receive one point per Brickster Bot on screen.</p> <p>Take a Picture When the player presses the 'Take picture' Button, the screen will flash for a split second to notify the player that a picture has been taken. If there was a Brickster Bot on screen at the time a 'ping' sound will be played to notify the player. If no Brickster Bots were present then a 'Dong' sound will be played to let the player know that a point has been lost.</p> <p>Winning Player needs to score at least X amount to win the game.</p>		
High Score:	Highest number of points		

5 Face Match

Title:	Face Match					
Players:	1 to 4					
Controls:	Move Cursor	Move Cursor	Move Cursor	 De-Select Face'	No Use	
	Move Cursor		Move Cursor		 Select Face	
	Move Cursor	Move Cursor	Move Cursor			
Engine:	Single Screen					
Game Type:	Eye to Hand, Knock out					
Story:						
Gameplay:	<p>The aim of the game is to be the quickest player to select the chosen card.</p> <p>Screen Layout The players are dealt nine Mini-fig face cards. Each card has a mini-fig face showing an expression. These nine cards are layout in a 3 x 3 square all face up.</p> <p>Dealer Card The computer deals a card (Shown at top of the screen) which matches one of the nine cards, once the card has been dealt the round timer starts counting down.</p> <p>Players Each player has control of a selector hand, which can be navigated around the playing area by using the d-pad. Once the dealer card has been shown the player must quickly locate the matching card and navigate their hand over it. Pressing the 'Select Face' Button locks the players hand to the chosen card for submission. If a player decides that the choice of card is incorrect after selection, they must press the 'De-Select Face' Button to go back into navigation mode, and select a new card accordingly.</p> <p>Card Selection If a player's card selection is correct at the end of the round, then they will continue in the next round. If a player selects an incorrect card, their hand will be hooked off the screen, as in the comedy theatre hook which appears from the side of the screen to remove the player, thus stopping them from continuing on the next round</p> <p>Rounds The game starts off with a selection of varied faces, including beards, shades and scars etc. This is to make the first few rounds very easy for the players to spot the difference, rather than having to look for a specific feature like a character smiling, the player will only have to look for a pair of glasses or an eye patch. As the rounds progress the face selection starts to get more similar with things like, all faces are male, and then onto all faces are male and smiling. Then after more rounds the game will end up to be just one face holding different expressions.</p> <p>Round times get progressively faster to quicken games.</p> <p>Winning the Game The game is won when there is only one player who has selected a card correctly.</p>			 <p>Mock up Screen shot</p>		
High Score:	None					

6 Whack a Bot






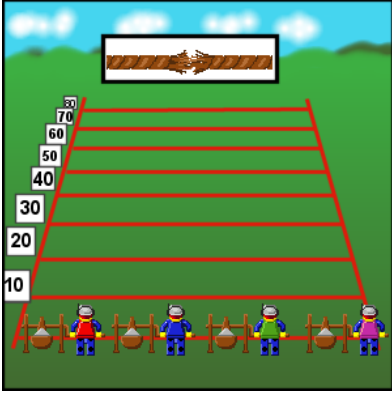
Title:	Whack a Bot								
Players:	1 to 4								
Controls:	No Use Move No Use Move  Move No Use Move No Use	No Use  Hit with current weapon	No Use  No Use 						
Engine:	Single Screen								
Game Type:	Eye to Hand, highest points, 60 second game								
Story:									
Gameplay:	<p>Players Aim Aim is to Hit the Brickster Bots back into the holes, the player who scores highest wins.</p> <p>Holes Nine holes are lined up on screen in a 3x3 formation, each player stands on a different side of the holes.</p> <p>Player Positions Player 1 plays from above the hole looking down Player 2 plays from the right of the hole looking left Player 3 plays from the left of the hole looking right Player 4 plays from below the hole looking upwards</p> <p>Player Movement Players can move up, down, left and right by using the direction pad, each movement jumps them to the next hole in the selected direction. Pressing the Hit button makes Pepper swing a hammer onto the hole, hitting any revealed Brickster bots.</p> <p>Brickster Bots The Brickster Bots will randomly pop up out of the holes, if a Brickster Bot isn't hit after a second it will return into the hole. There are number of Brickster Bots, each having different effects if hit.</p> <table border="0"> <tr> <td>Standard Bot</td> <td>Scores 1 Point if hit</td> </tr> <tr> <td>Hat Bot</td> <td>Needs to be hit twice, scores 2 Points if hit (See screen shot middle right)</td> </tr> <tr> <td>Gold Bot</td> <td>Scores 5 Points if hit</td> </tr> </table> <p>Items At random points through out the game, special items will appear out of the holes instead of Brickster bots. Player can hit the items to gain the powers. There are a number of items, all having different effects.</p> <p>Super hammer When collected, this will hit two holes in a row, so if the player is stood at the middle hole facing right, pressing the hit button will cover both centre hole and middle right</p> <p>Fast Forward When Collected, this will slow down other player's movement and hitting speed, giving the impression that your player is moving faster. This effect will last for 5 seconds.</p> <p>X 2 When collected, this will increase multiply all future scores by 2, for the duration of the item. This effect will last for 10 seconds.</p> <p>Winning the Game The player with the most points at the end of the round wins the game.</p>			Standard Bot	Scores 1 Point if hit	Hat Bot	Needs to be hit twice, scores 2 Points if hit (See screen shot middle right)	Gold Bot	Scores 5 Points if hit
Standard Bot	Scores 1 Point if hit								
Hat Bot	Needs to be hit twice, scores 2 Points if hit (See screen shot middle right)								
Gold Bot	Scores 5 Points if hit								
High Score:	Highest number of points scored								






Mock up Screen shot







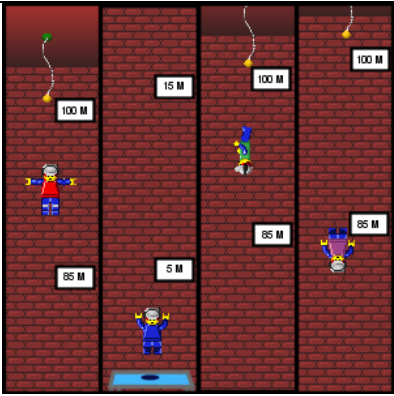
7 Catapult

Title:	Catapult					
Players:	1 to 4					
Controls:	No Use	Move	No Use	 Wind-up	No Use	
	Move		Move		 Wind-down	 
	No Use	Move	No Use		No Use	
Engine:	3D					
Game Type:	Button Bashing, 10 seconds a round, best of three rounds.					
Story:						
Gameplay:	<p>Players Aim Launch a rock the furthest to win, by quickly tapping the Wind-up and Wind-down buttons before the safety rope snaps.</p> <p>Winding (Controls) Players must alternately press the 'Wind up (A)' and 'Wind down (B)' buttons in order to build up the catapult power. The more times this is done the farther the catapult arm will bend backwards.</p> <p>The overall power of the launch will be calculated on the button presses. The catapult arm will retract every time the 'A' and 'B' button are correctly pressed in sequence, if the player incorrectly presses the buttons, I.E. 'A' followed by 'A', then the Catapult arm will reel slightly, effectively undoing the previous correct move.</p> <p>Safety Rope The Safety rope (Displayed at the top of the screen) works as a timer, showing players how long they have left before the catapult is launched. It is set to snap after ten seconds, over this time the players will see it strain and tear.</p> <p>Rock Launch Once the timer (Safety Rope) has ended, the rocks are simultaneously fired down the gaming field in a straight line. The distance of the rock is calculated in metres by the amount of correct button presses before the timer expired. After each round the fired rocks are cleared from the field, by the judging mini-figs. Each player gets three turns to throw the rock, with the furthest distance counting for the final score.</p> <p>Winner The player who catapults the furthest rock overall wins the game.</p>					
High Score:	Furthest point reached					





8 Camel Race

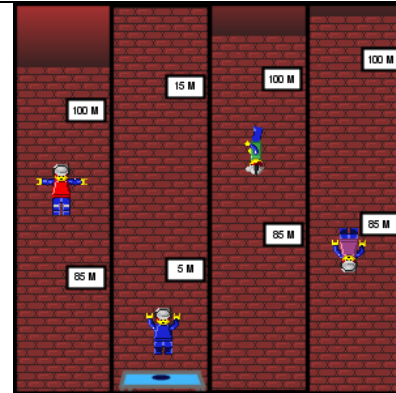
Title:	Camel Race			
Players:	1 to 4			
Controls:	No Use	No Use	No Use	 Whip
	No Use		No Use	
	No Use	No Use	No Use	
Engine:	3D			
Game Type:	Button Bashing, Eye to hand. Fixed Scrolling Screen			
Story:				
Gameplay:	<p>Players Aim Players must race their Camels over the finish line, avoiding obstacles along the way.</p> <p>Racing (Controls) Player must bash the 'Whip (A)' button to make the Camel run, the quicker the button is pressed; the faster the Camel will run. Obstacles must be jumped over by pressing the 'Jump (B)' button just before the camel reaches the obstacle.</p> <p>Race Once the race has started, the screen will move at a constant rate along the track, regardless of the players' position. If a player falls off the back of the screen then they will be removed from the race. Player must also avoid getting to close to the front of the screen, as they will not be able to see the upcoming obstacles.</p> <p>Obstacles The player will have to jump their Camels over fences, water troughs, bushes and walls. If a player is to collide with any of these, then they will be temporarily slowed down, and they will also have to reattempt the jump. Generally if a player hits an obstacle then they will be most likely out of the race, due to the difficulty of catching up.</p> <p>Course The racecourse is predefined, with all of the obstacles placed. The track will last for approximately 30 seconds.</p> <p>Winning the Race The winner is either the first player over the finish line, or is the last player left on screen.</p>			 <p>Mock up Screen shot (Shown with Horses)</p>
	High Score:	Quickest over the finish line		

9 Trampoline











Title:	Trampoline			
Players:	1 to 4			
Controls:	No Use	No Use	No Use	No Use
	No Use		No Use	Trick 
	No Use	No Use	No Use	Jump 
				
				No Use
Engine:	4 Vertical Split, Vertical Scrolling Screen			
Game Type:	Eye to hand,			
Story:				
Gameplay:	<p>Players Aim The players need to reach the cord attached to the ceiling, and pull it to release the balloons. First to reach the cord wins.</p> <p>Screen Each player has their own separate frame on the screen, allowing them to scroll up and down independently of the other players.</p> <p>Bouncing (Controls) Characters will bounce up and down on the trampoline. Each time the player presses the 'Jump (A)' button at the point where the character touches the trampoline they will go a bit higher. If the player miss-times or does not attempt to press the jump button, then the character will jump slightly lower, effectively cancelling the last good jump.</p> <p>As well as bouncing the player can also make the character perform a trick, this will also give the character a slightly higher jump. To perform a trick the player must press the 'Trick' (B) button at the peek of the jump.</p> <p>Pull the Cord (Winning) If a player reaches the 100M mark, then the character will grab on to the cord, pulling it and releasing the coloured balloons.</p>			
	Mock up Screen shot			
High Score:	Quickest time to reach the cord.			

10 Trampoline Tricks





Title:	Trampoline Tricks																				
Players:	1 to 4																				
Controls:	No Use Spin Back No Use Spin Left  Spin Right No Use Spin Forward No Use	Trick  Jump	No Use   No Use																		
Engine:	4 Vertical Split, Vertical Scrolling Screen																				
Game Type:	Eye to Hand, Trick Knowledge, 60 Seconds, High Score																				
Story:																					
Gameplay:	<p>Players Aim Players need to perform as many tricks in 60 seconds as possible, better tricks equal more points. Highest points win.</p> <p>Screen Each player has their own separate frame on the screen, allowing them to scroll up and down independently of the other players.</p> <p>Bouncing (Controls) Characters will bounce up and down on the trampoline. Each time the player presses the 'Jump (A)' button at the point where the character touches the trampoline they will go a bit higher. If the player miss-times or does not attempt to press the jump button, then the character will jump slightly lower, effectively cancelling the last good jump.</p> <p>Players will need to get high up to perform the best tricks, so its important to keep hitting the 'Bounce' (A) button on the trampoline.</p> <p>Tricks The player can also perform tricks, which will increase the height of the character's jump, and also score points. These tricks are made up from a combination of pressing the 'Trick (B)' button and a direction on the d-pad. If a trick is performed successfully, I.E. the character lands correctly for the next bounce, then the character will jump slightly higher. The harder the trick the higher the character must be to perform it, this is down to the trick taking longer so if the player attempts the trick at a low level the character will most probably land on the trampoline mid way through.</p> <p>Landing Trick Points are only given when the player lands correctly.</p> <p>The tricks are as following:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="3">Basic Moves</th> </tr> <tr> <th>Control</th> <th>Points</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Tap (A) on trampoline</td> <td>10</td> <td>Jump Standard jump to make Pepper go higher</td> </tr> <tr> <td>Hold (B) While in air</td> <td>15</td> <td>Tucked Jump Arms and feet touch at peek of jump.</td> </tr> <tr> <td>Hold (B) + Down in air</td> <td>20</td> <td>Piked Jump Feet stretch out forward and hands touch knees at peek of jump.</td> </tr> <tr> <td>Hold (B) + Up in air</td> <td>20</td> <td>Straddled Jump Same as above but legs are apart, done at peek of jump</td> </tr> </tbody> </table>			Basic Moves			Control	Points	Description	Tap (A) on trampoline	10	Jump Standard jump to make Pepper go higher	Hold (B) While in air	15	Tucked Jump Arms and feet touch at peek of jump.	Hold (B) + Down in air	20	Piked Jump Feet stretch out forward and hands touch knees at peek of jump.	Hold (B) + Up in air	20	Straddled Jump Same as above but legs are apart, done at peek of jump
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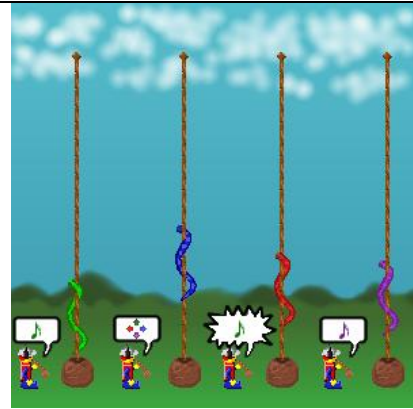


Mock up Screen shot

	Hold (B) + Down just before trampoline, Tap (A) on trampoline	20	Seat Drop Pepper lands on his behind with hands at the back, before pushing back into a standing position.	 Side on
	Hold Left in air	15	Full twist As Pepper is rising/falling he performs a 360° spin holding his arms up.	 Front on
	Hold Down + Tap (B)	20	Front Somersault As Pepper falls he spins forward completing a 360° turn, arms held up.	 Front on
	Hold Up + Tap (B)	20	Back Somersault As Pepper falls he spins backward completing a 360° turn, arms held up.	 Front on
Advanced Moves				
	Hold Up + Double Tap (B)	25	Full twisting Somersault As Pepper falls he spins forward 360°, while turning 360°, arms held up	 Front on
	Tap Down + Tab (B), Hold Down + Hold (B)	35	Double Forward Somersault As Pepper falls he spins forward 720°, arms held up.	 Front on
	Tap Up + Tab (B), Hold Up + Hold (B)	35	Double Back Somersault As Pepper falls he spins backward 720°, arms held up.	 Front on
	Tap Down + Tap (B), Tap Left + Tap (B), Tap Down + Tap (B)	45	Half in, Half Out A Double forward somersault, with a 180° twist in the first and then 180° twist out of the second.	 Front on
	Hold Up + (B), Tap Up + (B), Hold Left	40	Back In Full Double back somersault with a full twist in the second somersault	 Front on
	Tap Up + (B), Hold Left, Tap Up + (B), Hold Left	45	Full Full Double back somersault with a full twist in both somersaults	 Front on
Combining Tricks				
Tricks can be combined, earning the player extra points on top of the actual trick values.				
2 Tricks		+ 10 points		
3 Tricks		+ 20 Points		
4 Tricks		+ 50 Points		
5 Tricks		+ 100 Points		
Winning				
The player who has scored the most points at the end of the game wins.				
High Score:	Highest Score in 60 seconds			





11 Snake Charm

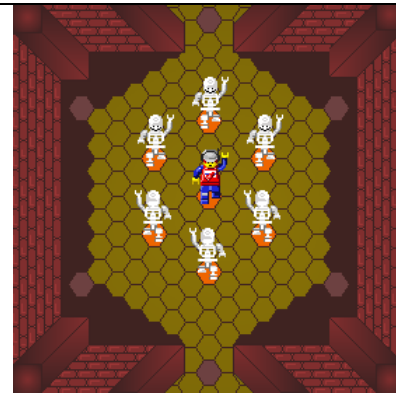
Title:	Snake Charm		
Players:	1 to 4		
Controls:	<p>No Use Green No Use</p> <p>Red  Blue</p> <p>No Use Purple No Use</p>	<p>No Use  No Use</p>	<p>No Use</p>  <p>No Use</p>  <p>No Use</p>
Engine:	Single Screen		
Game Type:	Eye to Hand, Quickest to the top		
Story:			
Gameplay:	<p>Players Aim Players have to make their snake climb the rope by playing the note that corresponds with the snake's current colour.</p> <p>Scene Each character is sat down holding a flute, next to them is a basket with an extended rope. As the character plays the flute the snake will rise from the basket and slowly climb the rope, for each correct note the snake will move slightly upwards, wrong notes make the snake slide slightly down the rope.</p> <p>Playing the Flute (Controls) The flute has four notes each represented by a colour, each colour has a corresponding direction on the D-pad, 'Red' (Left), 'Purple' (Down), 'Green' (Up) and 'Blue' (Right). When a player presses a direction the character will play a note, and the snake will respond.</p> <p>In-between playing notes the characters speech bubble will display they directions and colours (Shown on the second character in screen shot). When the character plays a note, it will be displayed in a speech bubble. If the note is correct the speech bubble will be normal, if the note is wrong then the speech bubble will be spiked, These will be displayed for around a second before reverting back to the colours and directions.</p> <p>Snakes At the start of the game the snakes will all be in their baskets, with their heads sticking out. Each will have their start colour. When the game starts the players must press the corresponding colour to start the snake moving. If the snake is at the bottom of the rope and the character plays the wrong note, the snake will not move any further down. Once the snake has finished moving (Up or down) it will then change to the next colour, thus allowing the character to play the next note. When a snake reaches the top of the rope then it will perform a dance and the winning player stands up, punching the air in excitement.</p> <p>Winning The first player to get their snake to the top of the rope is the winner.</p>		
High Score:	Quickest time to charm the snake to the top of the rope		



Mock up Screen shot





12 Dance Skeleton

Title:	Dance Skeleton																				
Players:	1																				
Controls:	<p>No Use Push Up No Use</p> <p>Push Left  Push Right</p> <p>No Use Push Down No Use</p>	<p>Turn  Boogie</p>	<p>No Use</p>  <p>No Use</p> 																		
Engine:	3D Single Screen																				
Game Type:	Eye to hand, Rounds																				
Story:																					
Gameplay:	<p>Players Aim The player must mimic the skeletons dance moves to ward them off</p> <p>Scene Pepper is stood in the centre of the screen with a circle of skeletons surrounding him. The whole scene is built up like a grid (Variable) with Pepper stood in the middle. The skeletons will start at the half way point between Pepper and their podiums.</p> <p>Skeletons Each round the skeletons will perform a dance, which Pepper has to mimic. If Pepper copies the sequence correctly then the Skeletons will take a step backward (One-grid space), if Pepper fails then the Skeletons will close in on him (One-grid Space). If Pepper gets the sequence wrong and the next space for the skeletons to move to is his space, then they will pick him up and escort him out of the room, thus failing the game. If Pepper moves the skeletons back onto their podiums, then they will freeze and turn back into statues.</p> <p>Dance (Controls) Each round the skeletons will perform a dance, the first round will contain one move, the second two etc. Dance moves are made up from a button and direction sequence, all of which are listed below. The moves themselves are very obvious, for example: Pepper will see the Skeletons push their arms to the left while boogying, the control for this would be, Hold Left + 'Boogie' (A).</p> <table border="1"> <thead> <tr> <th>Control</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Hold Up + 'Turn' (B)</td> <td>Hands in the air while spinning on one leg</td> </tr> <tr> <td>Hold Up + 'Boogie' (A)</td> <td>Hands in the air while shaking the rump</td> </tr> <tr> <td>Hold Left + 'Turn' (B)</td> <td>Pushing arms out Left while Turning Left</td> </tr> <tr> <td>Hold Left + 'Boogie' (A)</td> <td>Pushing arms out Left crouching & swinging from side to side</td> </tr> <tr> <td>Hold Right + 'Turn' (B)</td> <td>Pushing arms out Right while Turning Right</td> </tr> <tr> <td>Hold Right + 'Boogie' (A)</td> <td>Pushing arms out Right crouching & swinging from side to side</td> </tr> <tr> <td>Hold Down + 'Turn' (B)</td> <td>Spinning around while doing a handstand.</td> </tr> <tr> <td>Hold Down + 'Boogie' (A)</td> <td>Doing a handstand, kicking feet up in the air.</td> </tr> </tbody> </table> <p>Winning The game is won if the skeletons are pushed back onto their podiums.</p>			Control	Description	Hold Up + 'Turn' (B)	Hands in the air while spinning on one leg	Hold Up + 'Boogie' (A)	Hands in the air while shaking the rump	Hold Left + 'Turn' (B)	Pushing arms out Left while Turning Left	Hold Left + 'Boogie' (A)	Pushing arms out Left crouching & swinging from side to side	Hold Right + 'Turn' (B)	Pushing arms out Right while Turning Right	Hold Right + 'Boogie' (A)	Pushing arms out Right crouching & swinging from side to side	Hold Down + 'Turn' (B)	Spinning around while doing a handstand.	Hold Down + 'Boogie' (A)	Doing a handstand, kicking feet up in the air.
Control	Description																				
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Hold Down + 'Turn' (B)	Spinning around while doing a handstand.																				
Hold Down + 'Boogie' (A)	Doing a handstand, kicking feet up in the air.																				
High Score:	None																				



Mock up Screen shot

13 Mountain Rescue

Title:	Mountain Rescue		
Players:	1		
Controls:	<p>No Use Run Up No Use</p> <p>Run Left  Run Right</p> <p>No Use Run Down No Use</p>	<p>Turn  Jump</p>	<p>No Use</p> <p></p> <p>No Use</p> <p></p> <p>No Use</p>
Engine:	Camera Into - Single Screen 3D		
Game Type:	3D into the screen, Original Donkey Kong Style		
Story:			
Gameplay:	<p>Players Aim Pepper must reach the Giant Vultures nest, where Johnny is held captive and rescue him.</p> <p>Scene The mountainside has a winding path, which leads to the Giant Vultures nest, along with some short cuts.</p> <p>Controls Pepper can walk on any path along the mountainside, but he cannot however climb up the steep ledges. He has a standard left and right run with the up and down navigating up/down the paths (Into the screen). He can use the 'Jump' (A) Button to avoid obstacles, this will propel him upwards if pressed alone or if pressed at the same time as a direction will leap him forward.</p> <p>Giant Vulture This large creature is perched on its nest, launching eggs at Pepper as he progresses up the mountainside.</p> <p>Paths Pepper must follow the winding path that leads to the Giant Vultures nest, this path is clearly marked out on the screen as a lighter coloured rock than the rest of the mountain. Along this path are shortcuts, which a shown as a slightly darker tone than the path, Pepper can navigate up these, although at a slower rate because of the steeper gradient. The eggs also follow the path downward.</p> <p>Eggs The Vulture will throw these down the mountain every two seconds or so. When they hit the path they will start to roll down. The eggs have a number of hot spots which they will land on before rolling (See Fig.1) As standard the eggs will follow the main path, but they can randomly fall down the short cuts. When Pepper reaches the area marked in green (See fig.1), the eggs will no longer be thrown to uppermost hotspot. Once the eggs reach the bottom of the path they will roll off the screen. If an egg hits Pepper then he will roll back down the path to the start, to begin his journey again.</p> <p>Winning The game is won when Pepper reaches the nest.</p>		
High Score:	Fastest time to reach the nest.		



Mock up Screen shot
Arrows have been added to show direction

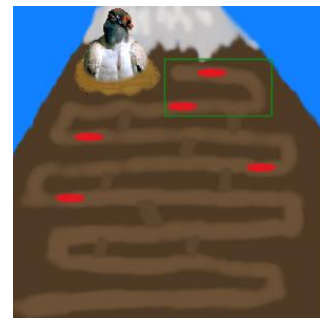


Fig 1