



Lego Island Sub-games

Design Document Lego Island 3 sub-games

Document Version 1.0.1

Authors Phil Harris, Dean Roskell, Jon Phillips
Contributors

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



Contents

1 CATCH - A - BRICK 5

2 TOP OF THE PACK..... 6

3 THE LEGO ISLAND DANCE..... ERROR! BOOKMARK NOT DEFINED.

4 SIGNAL CHALLENGE 7

5 TAKE A PHOTO! 8

6 CENTRIFUGE 9

7 FACE MATCH.....10

8 WHACK A BOT11

9 JOKERERROR! BOOKMARK NOT DEFINED.

10 BRICK TOSSINGERROR! BOOKMARK NOT DEFINED.

11 FALLING PLATFORMS.....ERROR! BOOKMARK NOT DEFINED.

12 HORSE RACE13

13 TRAMPOLINE.....14

14 SNAKE CHARM15

15 LUMBER JACKERROR! BOOKMARK NOT DEFINED.

16 DANCE SKELETON16

17 PIZZA THROWING MATCH.....17

18 AVALANCHE17

19 RESCUE RUN.....17

20 LIBRARY LOB17

21 CRAZY GOLF17

22 YETI CALL17

23 THE KING SAYS17

24 PIZZA PARLOUR.....17

25 SINKING SHIP17

26 HELI-PACK18





27	THE TOWER	18
28	CAVERN RESCUE.....	18
29	RUNAWAY TRAIN	18
30	CIRCUIT BREAK.....	18
31	BUBBLE RIDER	18
32	BURIED TREASURE.....	19
33	FIRE ESCAPE	19
34	MOTORCYCLE JUMP.....	19
35	PICTURE PUZZLE	19
36	FLYING CARPET	19
37	POTTED THIEVES.....	21
38	GENIE BATTLE.....	21
39	SOUL STORE	22
40	MARBLE MADNESS	22
41	LAMP HUNT.....	23
42	TRAIN JOURNEY	23
43	WHITE WATER RAFTING.....	24
44	MOUNTAIN CLIMBING.....	24
45	POLO.....	24
46	MOUNTED ARCHERY	24
47	HIDE AND SEEK.....	24
48	BOMB JACK.....	24
49	FROGGER.....	24
50	RAMPAGE.....	25
51	NIBBLER	25
52	SNAP JACK.....	25
53	WACKO	25







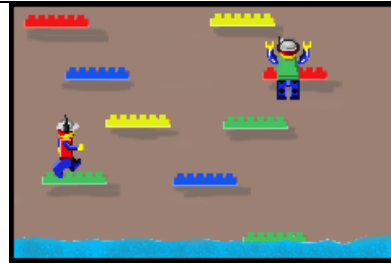
54	CRAZY RICKSHAW	25
55	SIMON SAYS	25
56	WRESTLING	25
57	SHAH	25
58	OTHELLO	26
59	THE VORTEX	26
60	ESCAPE FROM THE SINKING ISLAND	26
61	THE GIANT HAND	26
62	ROC'S AWAY	26
63	ARCHAEOLOGICAL DIG	26

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:	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:	<p>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. 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>Mock up Screen shot Arrows have been added to show direction</p>	
	High Score:	Will be on most bricks caught.			

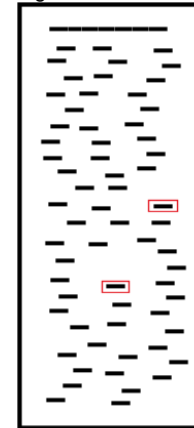
2 Top of the pack

Title:	Top of the pack		
Players:	1 to 4		
Controls:	<p>+ Jump No Use + Jump</p> <p>Walk Left  Walk Right</p> <p>No Use No Use No Use</p>	<p>No Use  Jump</p>	<p>No Use</p>  <p>No Use</p>  <p>No Use</p>
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>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.</p> <p>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>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.</p> <p>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>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>If a player reaches the top or if there is only one player left, the game will end</p> <p>Screen The game screen will rise at a constant rate, until it reaches the top of the level.</p>		
High Score:	No high score table		








Mock up Screen shot

Fig. 1








 Dead ends





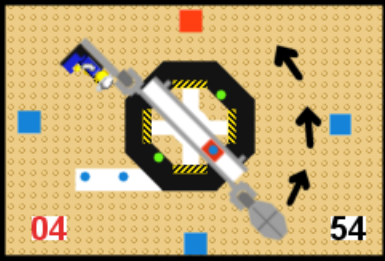
3 Signal Challenge

Title:	Signal Challenge		
Players:	1 to 4		
Controls:	<p>No Use Point Up No Use</p> <p>Point Left  Point right</p> <p>No Use Point Down No Use</p>	<p>Blue  Red</p>	<p>No Use</p>  <p>No Use</p>  <p>No Use</p>
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>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 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>Mock up Screen shot</p>	
High Score:	No High Score Table		





4 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	No Use	No Use
	No Use		Take Photo
			
			
			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:	<p>The player is on the look out for any Brick Bots that appear on screen.</p> <p>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.</p> <p>Scene</p> <p>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.</p> <p>Brick Bots & Mini Figs</p> <p>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.</p>		
	 <p>Mock up Screen shot</p>		
High Score:	Highest number of points		





5 Centrifuge

Title:	Centrifuge		
Players:	1 to 4		
Controls:	<p>No Use No Use No Use</p> <p>No Use  No Use</p> <p>No Use No Use No Use</p>	<p>No Use  Hit Block</p>	<p>No Use</p>  <p>No Use</p>  <p>No Use</p>
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:	<p>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.</p> <p>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.</p> <p>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.</p>	 <p>Mock up Screen shot Arrows have been added to show direction</p>	
High Score:	Highest number of points scored		

6 Face Match

Title:	Face Match					
Players:	1 to 4					
Controls:	Move Cursor	Move Cursor	Move Cursor	 Select Face	No Use 	
	Move Cursor		Move Cursor		No Use	
	Move Cursor	Move Cursor	Move Cursor		No Use	
Engine:	Single Screen					
Game Type:	Eye to Hand, highest points, 60 second game					
Story:						
Gameplay:	<p>The aim of the game is to be the quickest player to select the chosen card.</p> <p>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>Once the cards have been dealt the computer then selects a card and reveals it at the top of the screen.</p> <p>The Players then have to quickly located the matching card and select it, first to get it right wins a point. Once the round is over the computer deals a new selection of cards and starts again.</p>			<div style="border: 1px solid black; padding: 20px; width: fit-content; margin: 0 auto;"> <p>To Be Done</p> </div> <p>Mock up Screen shot</p>		
High Score:	Highest number of points scored					





7 Whack a Bot

Title:	Whack a Bot		
Players:	1 to 4		
Controls:	<p>No Use Move No Use</p> <p>Move  Move</p> <p>No Use Move No Use</p>	<p>No Use  Hit</p>	<p>No Use</p>  <p>No Use</p>  <p>No Use</p>
Engine:	Single Screen		
Game Type:	Eye to Hand, highest points, 60 second game		
Story:			
Gameplay:	<p>Aim is to Hit the Brick Bots back into the holes, the player who scores highest wins.</p> <p>Nine holes are lined up on screen in a 3x3 formation, each player stands on a different side of the holes. 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>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 brick bots. The Brick Bots will randomly pop up out of the holes, if a Brick Bot isn't hit after a second it will return into the hole. There are number of Brick Bots, each having different effects if hit. Standard Bot – Scores 1 Point if hit Hat Bot – Needs to be hit twice, scores 2 Points if hit Hammer Bot – Gives player a super hammer for five seconds if hit, scores 1 point Gold Bot – Scores 5 Points if hit</p> <p>The Super hammer when used 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>		
High Score:	Highest number of points scored		







Mock up Screen shot


8 Catapult

Title:	Catapult				
Players:	1 to 4				
Controls:	No Use	Move	No Use	 Wind-up	No Use   No Use
	Move		Move	Wind-down	
Engine:	No Use	Move	No Use		No Use
Game Type:	Button Bashing, 10 seconds a round, best of three rounds.				
Story:					
Gameplay:	<p>Launch a rock the furthest to win, by quickly tapping the Wind-up and Wind-down buttons before the safety rope snaps.</p> <p>Each Players has a catapult with a retracting sling arm, their aim is to catapult a rock the furthest. They must pull the sling arm back as far a possible before the safety rope snaps and the catapult is launched.</p> <p>In the centre of the screen is a close up of the safety rope, so players can time their go. Each player gets three turns to throw the rock, with the furthest distance counting.</p> <p>Controls Press the 'A' button followed by the 'B' button in repeated succession as fast as possible until the 10 second timer runs out (Displayed as rope).</p> <p>Calculated Distance Each button press is worth a point in distance, all points are calculated when the timer runs out and the rock is thrown the calculated distance.</p>				<div style="border: 1px solid black; padding: 20px; text-align: center;"> <p>To Be Done</p> </div> <p>Mock up Screen shot</p>
High Score:	Furthest point reached				

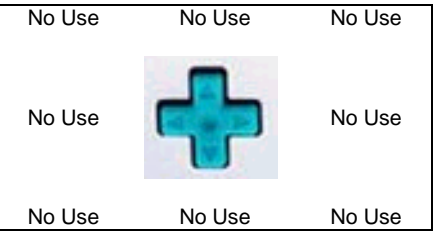
9 Horse Race

Title:	Horse Race					
Players:	1 to 4					
Controls:	No Use	Jump Fence	No Use	 Crack Whip	No Use	
	No Use		No Use		Jab feet	
	No Use	No Use	No Use			
Engine:	3D					
Game Type:	Button Bashing,					
Story:						
Gameplay:	<p>Pepper and friends have to race their horses to the finish line by alternately tapping A + B, using Up to jump fences. Failing to keep up with the scrolling screen knocks out players. The winner is the first to cross the line.</p>			<div style="border: 1px solid black; padding: 20px; width: fit-content; margin: 0 auto;"> <p>To Be Done</p> </div> <p>Mock up Screen shot</p>		
High Score:	Quickest over the finish line					


10 Trampoline

Title:	Trampoline			
Players:	2 to 4			
Controls:	No Use	No Use	No Use	No Use
	No Use		No Use	No Use
	No Use	No Use	No Use	No Use
	No Use	No Use	No Use	No Use
Engine:	Single Screen			
Game Type:				
Story:				
Gameplay:	<p>Players need to press the jump button as they hit the trampoline to go higher. A Missed timed jump will result in a smaller jump. The first to reach the flag wins.</p>		<div style="border: 1px solid black; padding: 20px; text-align: center;"> <p>To Be Done</p> </div> <p>Mock up Screen shot</p>	
High Score:				

11 Snake Charm

Title:	Snake Charm			
Players:	2 to 4			
Controls:	No Use	No Use	No Use	
Engine:	Single Screen			
Game Type:				
Story:				
Gameplay:	<p>Players must make the snake climb the rope by pressing the button related with the snake's current colour. The snake will change colour randomly every second or so. If a player presses the wrong button the snake will slip down the rope slightly. First player to charm their snake to the top of the rope is the winner.</p>		<div style="border: 1px solid black; padding: 20px; text-align: center;"> <p>To Be Done</p> <p>Mock up Screen shot</p> </div>	
High Score:	Quickest over the finish line			

12 Dance Skeleton

Title:	Dance Skeleton		
Players:	1 to 4		
Controls:	No Use	No Use	No Use
	No Use		No Use
	No Use	No Use	No Use
	No Use	No Use	No Use
Engine:	3D		
Game Type:	Button Bashing,		
Story:			
Gameplay:	<p>Pepper has to copy the Skeletons dance by selecting the right sequence of moves, if he gets it wrong the circle of skeletons will move in on Pepper, If he gets it wrong to many times, the skeletons will pick him up and escort him out of the tomb. The game is won by performing a number of correct sequences in a row.</p>		<div style="border: 1px solid black; padding: 20px; text-align: center;"> <p>To Be Done</p> </div> <p>Mock up Screen shot</p>
High Score:	Quickest over the finish line		



13 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.

14 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.

15 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.

16 Library Lob

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.

17 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.

18 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.

19 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.

20 Pizza Parlour

Single Screen

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

21 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

22 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.

23 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.

24 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.

25 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.

26 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.

27 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.

28 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.

29 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.

30 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.

31 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.






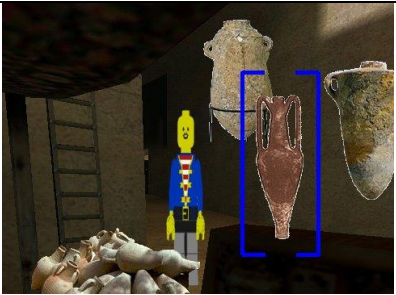
32 Flying Carpet

Title:	Flying Carpet		
Players:	1 or 2		
Controls:	<p>No Use Up No Use</p> <p>Left  Right</p> <p>No Use Down No Use</p>	<p>No Use  Airbrake</p>	<p>Decelerate</p> <p></p> <p>Accelerate</p> <p></p>
Engine:	3D, simple flight model		
Game Type:	Flying Race		
Story:	The evil Vizier has stolen the Caliphs best flying carpet and Pepper must catch him using the Caliphs other flying carpet before he escapes the city.		








<p>Gameplay:</p>	<p>Pepper has to fly better than the Vizier in a tag style race, where Pepper has to fly into the Vizier.</p> <p>The streets and alleys of Baghdad abound with obstacles; balconies, washing lines, market stalls etc. Hitting an obstacle slows you down for a bit.</p> <p>The Viziers carpet can turn better than Peppers but due to the Viziers size and sack of other stolen items it is slower than Peppers.</p>	
<p>High Score:</p>	<p>The time taken by Pepper in catching the Vizier.</p>	




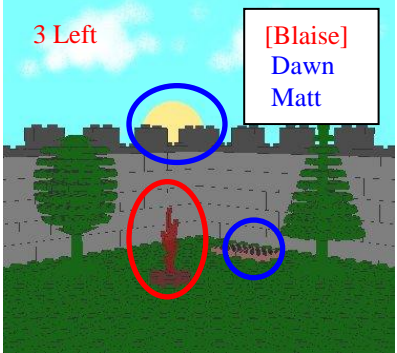
33 Potted Thieves

Title:	Potted Thieves				
Players:	1				
Controls:	No Use	No Use	No Use	 No Use	 No Use
	 Move Selection Left		 Move Selection Right		 No Use
	No Use	No Use	No Use		No Use
Engine:	Single Screen				
Game Type:	Shape matching				
Story:	The forty thieves need pots to hide in for their attack on Ali Baba. Pepper has been left looking after the pot shop and has to furnish the thieves with pots.				
Gameplay:	<p>Each of the thieves has a unique and rather strange shape. The Pots also have unique and strange shapes.</p> <p>Pepper must match the Pot shape to the thieves shape so that the thief will be comfortable in his pot.</p>				
High Score:	Number of correctly potted thieves.				




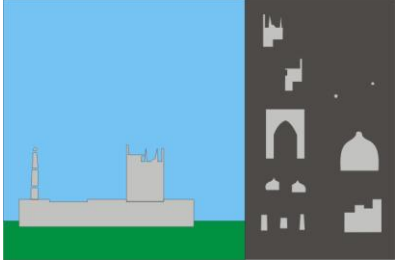
34 Genie Battle

Title:	Genie Battle				
Players:	1-2				
Controls:	No Use	Up Menu	No Use	 No Use	 No Use
	No Use	 	No Use		 No Use
	No Use	Down Menu	No Use		No Use
Engine:	Single Screen				
Game Type:	Visual Associations				
Story:	The sorcerer has challenged you to a duel with genies. You must get your genie to choose the form that would beat the form chosen by the sorcerers genie.				
Gameplay:	<p>Whenever the enemy genie changes form, you will have a choice of forms for your genie to take. Choose the most appropriate forms for your genie and after a dozen shape changes you will have won.</p>			 <div style="border: 1px solid black; padding: 2px; display: inline-block;"> <p>[Mouse] Rabbit Tea Cup</p> </div>	
High Score:	Value of the forms you chose.				





35 Soul Store

Title:	Soul Store				
Players:	1				
Controls:	No Use	Up Menu	No Use	No Use	No Use
	No Use		No Use	No Use	
	No Use	Down Menu	No Use	No Use	
Engine:	3D				
Game Type:	Visual to Word Associations				
Story:	The Sorcerer has changed everyone in the city into a different form.				
Gameplay:	<p>You can restore the people of the city by guessing what their name is. You have the city census records so he knows what everyone was called.</p> <p>The forms that the people have been changed into resemble their names.</p> <p>As Pepper wanders the city people who have been changed will be highlighted. If Pepper selects that person and looks up the correct name on the census he can turn them back into their human form.</p>				
High Score:	Smallest number of wrong guesses.				





36 Marble Madness

Title:	Marble Madness				
Players:	1				
Controls:	No Use	No Use	No Use	No Use	Select Piece
	Move Piece Left		Move Piece Right	No Use	
	No Use	No Use	No Use	No Use	
Engine:	Single Screen				
Game Type:	Jigsaw Puzzle				
Story:	The Brickster broke the Taj Mahal into pieces. Pepper needs to put the Taj Mahal back together again.				
Gameplay:	<p>Select the piece you want to place. Move the piece into position and then drop it into place.</p>				
High Score:	Time taken to restore the Taj Mahal.				

37 Lamp Hunt

Title:	Lamp Hunt		
Players:	1		
Controls:	No Use	Jump	No Use
	Left		Right
	No Use	Crouch	No Use
	No Use		No Use
			No Use 
			No Use 
			No Use
Engine:	4 Way Scrolling		
Game Type:	Platformer		
Story:	The Sorcerer has sent Pepper into the cave to fetch the magic lamp.		
Gameplay:	<p>Avoid all of the traps as well as jumping gaps, and climbing walls.</p> <p>Very similar to the original Prince of Persia.</p>		
High Score:	Time taken to recover the lamp.		

38 Train Journey

Title:	Train Journey		
Players:	1		
Controls:	No Use	Jump	No Use
	Left Hold		Right Hold
	No Use	Crouch	No Use
	No Use		No Use
			No Use 
			No Use 
			No Use
Engine:	Into screen scrolling.		
Game Type:	Obstacle avoidance.		
Story:	Pepper has to take the train to Agra. The train is so crowded that the only place for Pepper is on the roof of the carriage.		
Gameplay:	<p>As the train travels there are four problems Pepper will face, Tunnels, Signals, Right and Left Turns.</p> <p>To counter a tunnel Pepper must crouch.</p> <p>To counter a signal Pepper must jump.</p> <p>To counter a left turn Pepper must use the left hold.</p> <p>To counter a right turn Pepper must use the right hold.</p>		
High Score:			



39 White Water Rafting

3D
Obstacle Avoidance

Avoid the rocks, whirlpools and waterfalls as you raft down the great river.

40 Mountain Climbing

4 Way Scrolling
Platformer

Find a route up the cliff face to the plateau above.

41 Polo

4 Way Scrolling
Team Ball Game

Play fierce nomads in a game of Polo.

42 Mounted Archery

Sideways Scrolling
Operation Wolf Shooter

Shoot targets from a moving platform.

43 Hide and Seek

3D
Memory & Object Interaction

The emperor and his companions (concubines) have invited you to join in a game of hide and seek. Pepper will need to open cupboards, look under beds, and interact with the scenery, to see if someone is hidden there.

44 Bomb Jack

Single Screen
Control & Crisis Management

Get to the bombs left by the bad guy before they explode.

45 Frogger

2 Way Scrolling
Obstacle Avoidance

Cross the busy streets without being run over by chariots, carts or riders.



46 Rampage

Single Screen
Limited Movement Shoot em Up

Help the giant mini fig eater eat all the brick bots and tear down the hideous brick bot buildings.

47 Nibbler

Single Screen
Maze

Pick up the magnetic bricks strewn in the maze without tripping over your lengthening tail of collected bricks.

48 Snap Jack

Sideways Scrolling
Obstacle Avoidance & Collecting

Control the telescopic legged brick recoverer while avoiding the chasing flying monsters.

49 Wacko

Single Screen
Puzzle
Shoot the matching monsters to make them disappear.

50 Crazy Rickshaw

3D
Racing

Pepper has to raise as much money as possible by picking up passengers in his rickshaw.

51 Simon Says

Single Screen
Memory

Pepper must repeat the playing of the musical crystals correctly.

52 Wrestling

Single Screen
Button Bash or Beat em Up

Wrestle the Khan's champion to gain favour with the Khan.

53 Shah

Single Screen
Puzzle or Chess Game



Play the Sheikh at a game of chess. Or play chess with death to be returned to life. Or simple chess puzzles (eg chess puzzle found in Harry Potter and the Philosophers Stone). Pepper has to cross a chess board over a chasm, but many of the tiles are missing so a direct route is not possible without falling into the chasm. But there is a knight piece Pepper can ride, and due to the way the knight moves there will be only one way to cross.

54 Othello

Single Screen
Board Game

Play a quick game of othello. Must remember the proper Chinese name for this.

55 The Vortex

Single Screen
Puzzle

Avoid the vortex in crossing the pit of despair (The ending Vortex from the Adventure Game).

56 Escape from the Sinking Island

Sideways Scrolling
Obstacle Avoidance

The island you are on is really a giant turtle. It was sleeping on the surface until the cook fires were lit. It has now woken up and is diving very slowly back under water. Get back to the ship before you drown.

57 The Giant Hand

Single Screen
Beat'em Up

Vanquish the magical giant hand. If the hand gets above Pepper it will fall flat squishing him. But if Pepper can jump on top of the hand he will be able to ride it like a bucking bronco until the hand gets tired and Pepper can safely get off and continue.

58 Roc's Away

Top Down
Steering

The angry Rocs are dropping boulders onto the ship. Pepper must steer the ship so that you avoid the dropped boulders, or you will be sunk.

59 Archaeological Dig

Single Screen
Puzzle

Find the buried artefact. Unfortunately the person doing the digging is very surly and will only dig 5 holes.