



## Lego Island Sub-games

Design Document Lego Island 3 sub-games

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## 1 Pizza Parlour

Title:	Pizza Parlour						
Players:	1-4						
Controls:	Up Screen  Down Screen	Serve Pizza					
Engine:	Single Screen						
Game Type:							
Story:	Mama and Papa Brickolini have opened up a pizza restaurant in the Arabia, serving the finest quality pizzas to the hungry nomads when they return from their journeys through the desert.  A large expedition has just returned from the desert where they were searching for the ???? and everyone is very hungry. Unfortunately Mama and Papa's normal waiter, Maggie Reeta has hurt her arm in a camel racing accident and Pepper must take her place.						
Gameplay:	Customers appear at the top of the screen, calling out for pizza. Pepper must move to the end of their counter and serve them a pizza by sliding a plate of delicious pizza along the counter. If Pepper takes too long to serve the pizza the customer will leave.  When the customer has finished the pizza they will slide the finished plate back down the counter. Pepper must move to the end of the counter and catch the plate before it falls off the end of the counter and crashes to the ground.  If Pepper takes too long to serve a pizza or misses a plate he loses a "life". Lose too many lives and the game ends.						
High Score:	re: Points are given for each pizza served, the less time the customer has been waiting the more points Pepper earns.						





## 2 Tower Climb

Title:	Tower Climb	)				
Players:	1-2					
Controls:	Jump Back	Jump/ Climb Up Vine	Jump Forward			
	Back		Forward			
	Crawl Backward	Duck	Crawl Forward			
Engine:		ller, tower rotates		nbs		
Game Type:						
Ctom#	Fastest time		v VVV to alim	to the ten of the highest tower	in all ladia. Lla muat	
Story:				to the top of the highest tower the help of the King.	iii ali iiiula. He Illust	
Gamenlay:						
Gameplay:  The tower includes of a number of platforms that lead up and around the main tower itself. Pepper and XXX must run around the tower jumping over gaps onto the platforms until they reach the top of the tower.						
	In the single player game the computer controls XXX. In multiplayer mode it is the second player.					
	A number of obstacles hinder the players on their way up the tower.					
	Trapdoors Some of the platforms have trap doors in them which will drop the player through onto the level below if they aren't jumped over.					
	Ropes Some gaps are too wide to be jumped and the player must jump onto ropes that hang from some of the platforms on the tower and swing across.					
	them who wi	windows in the to Il pop their heads epper off the towe	out at regular			
		casionally fly acros er off if he doesn't				
	climbed up to	of the tower include o save time but thi The player may se t for himself.	s isn't explain	ed in the		
	from the top	very old and some of the tower. Pepp by fall to avoid bein	er must avoid	the		
High Score:						





# 3 Runaway Train (Runaway Chinese Dragon?)

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.

#### 4 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.

## 5 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.

#### 6 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.

## 7 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.

#### 8 Avalanche

Pizza 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.







#### 9 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.

### 10 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.

#### 11 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.

## 12 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.