

LEGO Script updates

NOTES:

- Remove most if not all speech lines like “Hello Pepper” and “Hey Pepper”
- Overall rule to the speech is short, snappy and to the point.

Quest id No.

Quest 6

- Hollywood Studios changing back to LEGO Studios (Features throughout)
- Add Sound effect of ‘background crowd noise, cheering and such’.
- Add Holomaniac speech for entering the ‘Freeway Frenzy’ building.
Holomaniac “Press Action button to Enter”

Quest 9

- Shorten **Block Buster** sentence, make more punchy and direct keeping the subgames objective clear.
- **Block Buster** points to the blue screen, which displays a selection of pre-production mock-up sketch shots.
- INGAME: Bad guy taunts THE PLAYER relating to the action of the game.
Bad Guy “Wa Ha ha ha”
Bad Guy “Never catch me!”
Bad Guy “Too Slow, to slow!”
Bad Guy “Ouch, get off!”
- For the end of the game **Block Buster** needs a reaction for the scene, so two “Cut!” samples will be required, one for if **Pepper** fails and one for if **Pepper** succeeds.
Block Buster “Cut” said with disappointment for fail
Block Buster “Cut” said with excitement for success.
- General sound effects for game should include ‘beeps’ and ‘honks’ from other drivers, as well as samples like “watch out” and “waaa!”
- OUTRO for the game in the blue screen room has **Block Buster** congratulating **Pepper**, while pointing to the blue screen, which will be displaying shots from the scene.
Block Buster “That was some fancy driving!”
If Pepper has done well enough then **Block Buster** will whip out a L.A.F.T.A from behind him and award it to Pepper. This sequence will play along with a ‘fan fare’ sound effect.

Once leaving Freeway Frenzy, **Pepper** and **Block Buster** are warped back to LEGO Studios, for ‘Notice Board’ instructions. **Block Buster** will point to the ‘Notice Board’ and inform **Pepper** to return here to find out what his next scene is.

Block Buster “Return to the notice board whenever you need to find out what the next scene is” or words to that effect.

Once **Block Buster** finishes, the **Holomaniac** will appear informing **Pepper** of the controls he needs to press in order to activate the notice board and such.

Holomaniac “To activate things like the notice board, doors and vehicles you must stand near the object and press the action button” or words to that effect (Needs to be quick and punchy).

Quest 10

- **PROX Footballers** speech needs to be shorter.
- Remove the "Hello Pepper" from **Nubby Stevens** sentence.
- **Sky Lane** needs to make more reference to gadgets and the likes. In her sentence about Nick Brick she should use a relation to the situation from her point of view
Sky Lane "I've seen **Nick Brick** snooping around taking pictures. His camera was old unlike my super hi-tech digital one." or words to that effect.
- **Jack O'Trades**, again his sighting of **Nick Brick** should be brought forward into something he would relate to.
Jack O'Trades "Was that **Nick Brick** balancing on the window ledge? His technique was all wrong taking that picture. I could show him a balancing move or two!". Or Words to that effect.
- **Block Buster** "Say, that shot would look great with a zoom lens, Nick Brick must have thought the same thing but his camera didn't look good enough." Or words to that effect.
- **Rhoda Hogg** speaks of this situation from her position of a race driver.
Rhoda Hogg "I finished my last race neck and neck, it would have been a photo finish if Nick Brick hadn't borrowed the camera." Or Words to that effect.
- **Nick Brick** speaks in the style of a 50's US private detective, always telling situations in a story style.
Nick Brick "Something strange was afoot on LEGO Island, so I decided to check it out. The Brickster was my first port of call, he may have done his time, but I still don't trust him." "After arriving back at the office, I found that all my evidence had been sabotaged." Or words to that effect. The sub game text can be slightly longer than PROX as it will have to build more story and include instruction.
Photo Fit sub game will have 50's detective music playing in the background.
- **OUTR** after completing the game, Nick Brick will congratulate Pepper with a line like.
Nick Brick "That Brickster will be chipping potatoes in the slammer before you know it." Or similar stereotypical sleuth type effect.

Quest 11

- **PROX M.P.** Post busy body, knows everyone's business, concerns herself with everything that is going on.
M.P. Post "Now where is that Ed Mail, I know he is slow, but today he is really slow. Something is definitely wrong there." Words to that effect.
- **Nancy Nubbins** is like a big ol' trucker girl, uses vehicle type puns.
- **Nancy Nubbins** "Have you noticed poor Ed Mail, dragin' his big ol' post sack around, maybe he needs to borrow my pick-up.
- **Valerie Stubbins** like all characters she needs to relate to the situation from her point of view, the post is late and her concern would be that she is waiting for something.
Valerie Stubbins "I've been waiting for my beauty contest results all morning, where is Ed-mail with the post?" or words to that effect.
- **Nick Brick** would be acting like a super sleuth, pondering the movement of Ed-Mail, trying to analyse why he is so slow.
- **Rhodda Hogg** relates to the situation through racing and vehicles.
Rhodda Hogg "Ed Mail is running on empty today, he needs to injection fuel to pick things up." Words to that effect.
- **Dr Clickett** considers everything problem to be some sort of descriptive illness. Using terms like "bad dose" "a bad case of" "a small bout of"...
- **Dr Clickett** "Ed Mail seems to be suffering from a bad dose of snail mail." Words to that effect.
- **Block Buster** "Where is Ed with all those scripts, I wanted them delivering an hour ago."

Quest 12

- **Belinda Blink** is a scatterbrain, and the Studio's general run around. Think of Sue Pollard for a reference character.
Belinda Blink "I've been sent to get pizza's for the film crew, but Papa has stopped cooking, now I don't know what to do! I'm all in a flutter!"
- **DJ** is like Robin Williams from Good Morning Vietnam, carries words and vowels out, changes his pitch and tone through sentences. All of his sentences, are styled in the form of a song intro or other DJ like sentence. Like using DJ type jokes which aren't that funny but he laughs anyway.
DJ "and next up we've got Papa Brickolini with his latest hit 'Hat's off!'"
- **Liam Lens** both Liam and Phil film always talk about pranks and funny anecdotes about each other. Their relation to other people usually fits into the same type of situations.
Liam Lens "So I heard Papa lost his hat, that's sound like a gag which I pull on Phil once, he had a cold head for days!" or words to that effect.
- **Snap Lockett** sounds like a complete dude, very Bill and Ted. Things are all whoa and dude.
Snap Lockett "Don't have a papa pizza right now, man my board would taste better."

Quest 13

- **Super Stationmaster** acts like a stereotypical bold faced super hero, faster than a speeding bullet etc....
- **Rolf the Vet CUT from the game-**

Quest 16

- **Penelope Puff** her character is all about make up and how she and everyone else looks. Her relation to things all boils down to appearances.
Penelope Puff "I love driving, so many mirrors to check your make-up in, you should get a driving licence so you can checkout how you look!" words to that effect.
- **Bony** acts like an older brother to Pepper, he is searching for Animal Chin the greatest skateboarder that ever lived. When he speaks, his sentences are all analogies about skateboarding.
- **Animal Chin**, obscure wiseman, guru, speaks in riddles. Like Mr Myagi from Karate Kid. Animal Chin is like a easter egg character and is never referenced to by name.

Quest 17

- **Technician Bob** very strange character, he has had far too many electric shocks in his time, which has sent his voice quick wild, often picking up pitch midway through a sentence. Sort of a mad professor. Most of his sightings are brought through sentences where he has invented something that could fix it.
Technician Bob "I've watch Bony try to perform that jump all day, I could make a bouncing skateboard that would easily do it!" words to that effect.
- **Ed Mail** he is a very down character. He can often get his hope up in situations only to be disappointed at the end. Always talks about his problems, but tries to keep a brave face, but sadly it doesn't hold strong enough.
- **Red Greenbase** is an ECO, loves nature, and wants others to follow his way. Makes comments about traffic build up, and lack of trees on LEGO Island.
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- **Mama** Loves to mother everyone, but likes to have a bit of a moan about Papa. Worries about Pepper skateboarding, hopes he doesn't get hurt.
- **Brain Shrimp** Funny snappy tramp.
- **Brickster** needs tons more idol speech. Lots of bad jokes (Christmas cracker style). IDOL_07 is a good example. He should take the mic out of all the games characters.
- **Infomainac** speaks so quickly that he often bumbles his lines. Likes to use long words.
- **Papa** Quite a business man type character, always got orders that have to be done yesterday, rush, rush, rush. "So many pizza's so little time!" also loves dancing.
- **Studz Linkin** is a brash American racer type, big, loud and always about the race.