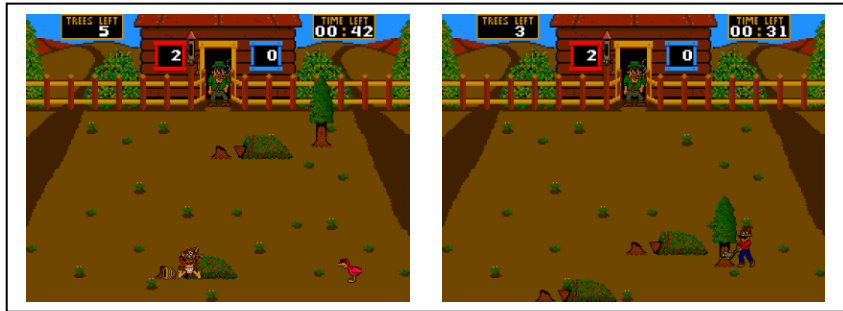## Sub Game Ideas

See Timber on MAME.
A Nice little arcade game with increasing levels of difficulty, very simple to play and quite addictive.
In this the player has to chop down a set number of trees within a given time limit, as the levels increase the numbers rise and also extra hazards are introduced like the grizzly honey throwing bear who knocks the player down.


See Wacko on MAME
Using the same engine as above, the player has to pair up two of each different species by shooting them, this gets increasingly difficult by adding more species, and penalising the player if two of the wrong species are matched.
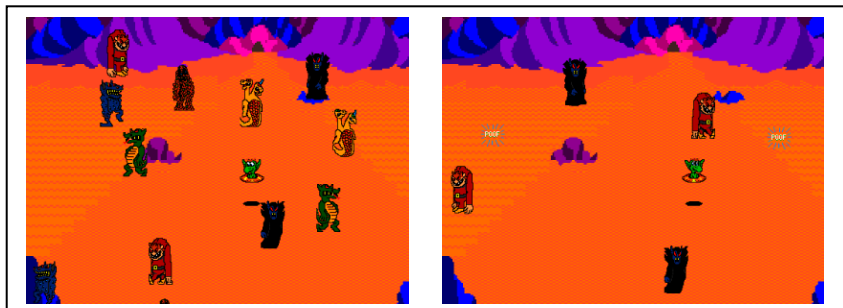

See Tapper on MAME
Using the same engine as both Timber and Wacko, this arcade classic puts the player in front of an ever-increasing amount of customers all waiting for an order. The player's task is to server the people before they reach the end of the counter. To add to the difficulty once a customer has finished with there purchase the slide the remains back down the counter leaving the player to quickly retrieve the item before it hits the floor, all this has to be done while more and more customers are entering the building.
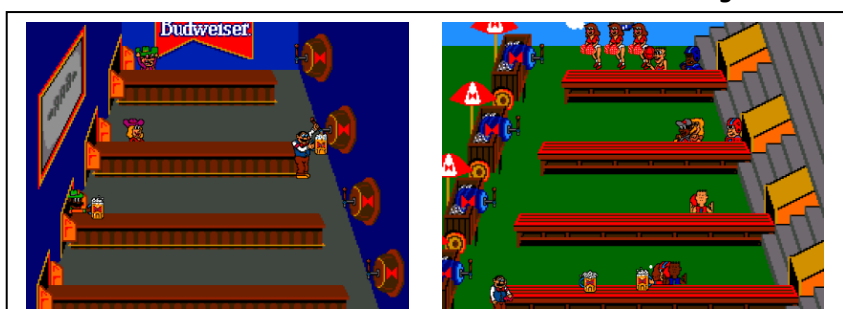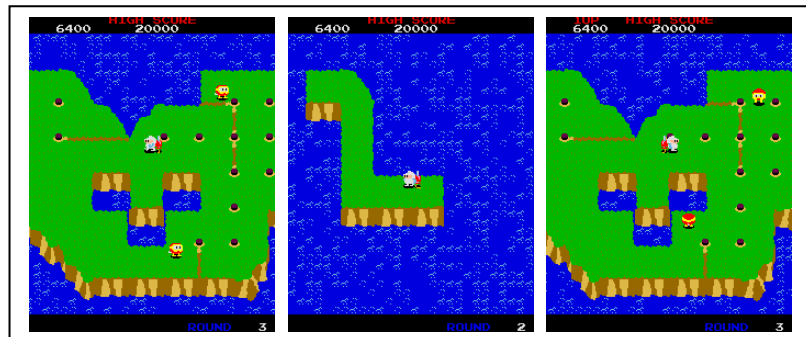
See Space Zap on MAME
A very simple game where the player must protect the central object from the attacking ships.
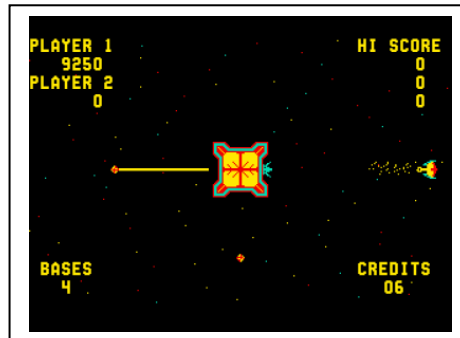
See Dig Dug II on MAME

Other games:

See Comic Bakery on C64

Sub Game Types and Definitions

Copy cat – mimicking the computer's actions
Collecting – Picking up items
Button tapping – Pressing buttons in a rhythmical fashion

Winning Games
Succeeding more rounds than other players
Getting the highest score

Single player sub games.

Ideas

Game Title :	Rhythm Kids
Number of Players :	1 to 4
Game Type :	Rounds
Game description :	In this game the player has to mimic the tune played by the computer. Firstly the computer will play a simple tune consisting of two or three different types of sound (See Fig 1). Fig 1 Boom - - - Boom - - Boom - - Boom - - Crash - - Boom Once the computer has finished playing the tune, the player then has to repeat the rhythm as closely as possible. Scoring is done, by displaying how close the player got to the original sequence by marking out of 100%. This game has increasing levels of difficulty by simply increasing the complexity of the sequence, the amount of notes played, number of instruments and the speed of the rhythm. The players aim for each round is to get above an 80% score, if anyone scores less then they are disqualified and the game carries on with the remaining until only one remains, who is declared the winner.
Screen :	Single
Controls :	Button 1 = "Boom" (Bass Drum) Button 2 = "Crash" (Crash Symbol) Button 3 = "Snare" (Snare Drum)

Game Title :	Block Rescue
Number of Players :	1 to 4
Game Type :	Timed
Game description :	Each player is carrying a sack full of Lego blocks. Each of the players now has to bounce on other player's head to make them drop a block of Lego from their sack. Once a block has been dropped it then bounces around until a player has picked it up. The winner of the game is the person with the most blocks at the end.
Screen :	Single screen
Controls :	d-pad = Move Button 1 = Jump

Game Title :	Ready Steady Go! Go! Go!
Number of Players :	1 to 4
Game Type :	Reaction
Game description :	The computer will play out a sequence of hi and low moves, the player must watch and when the computer stops they must press the counter move, i.e. if computer ends on up the player must press down. The player is penalised if the button press is to soon or too late. After 2/3 seconds the computer will carry on with the sequence and the remaining players will continue. Extra Levels. The game could have further difficulty by adding an extra computer opponent same as the original, making the players watch both, and wait for one to stop. Only on computer player will stop at any one time, giving the player a chance to prepare for next round.
Screen :	Single
Controls :	Button 1 = "Hi Move" Button 2 = "Low Move"

Game Title :	Jungle Jump
Number of Players :	1 to 4
Game Type :	Reaction
Game description :	The characters are automatically moving forward, and its up to the player to jump over the upcoming obstacles, making sure they do not jump when there is low flying objects. If a player hits an obstacle they are automatically out of the game.
Graphic/Style Description	The game is based on a river, where the players will be navigating by running on a barrel (Automatically) obstacles could be crocodiles with there jaws open, rocks, low branches.
Screen :	Multiple
Controls :	Button 1 = "Jump"

Scratch Pad

Lego Bosses

Idea for one of the boss fights in LI III.
Enter an empty arena, Cutscene starts with the camera circling the level; focusing on the player in the middle.
The arena starts to rumble and Lego bricks start to fall from the roof. The rumbling stop after a pile of bricks has been depleted on the floor. The bricks then start to glow and shake, moving around more and more until each one starts to link together eventually forming the boss figure.

Lego Island III: Episode 1 – Adventures into Silk Road

Lego Island III: Episode 2 – Journey into Rock Dive

Lego Island III: Episode 3 – Blah Blah Blah Blah Blah

Lego Island III : Episode 4 – Wibble Blah Blah Wibble Wobble

In the same lines as Banjo Kazooie, many sections of the game are based around collecting a number of the same objects. E.g. collecting five Jinjo's in a level.

Overall game to be split up into a hub system, where the player navigates to each level from the main area which will probably be Lego City.

Rather than menu systems the game will use in-game displays of things. E.g. if the player wishes to save or view his current score, then he can press start and a Lego object (Possibly a TV) will construct in front of him displaying the options like save and such. There could be some magical effect added to this little process so when the object is constructing it could have some particle effects. The whole reason for this is so that the user is never brought out of the gaming experience, being kept in the magical world from the start of the game right to the finish.

Lego Island could be the place of multimedia/sub game events, because this will be the central world in the hub system and the player will be returning to this place many times over.

So as the player progresses through the game and unlocks sub games and features, this will change Lego Island, to incorporate the sub games into it.

It would also be good if, when the player does a sub game within the game its self it will obviously fir in with the story. But when it becomes unlocked to play, the game changes into more of a challenge, with added additions like levels of difficulty different opponents etc..

Example:

A player reaches and successfully conquers the Pizza Serving game, in which he had to successfully serve pizzas and collect the empty boxes for 60 seconds. Now the game is unlocked in the Lego Island World to play anytime.

Playing the unlocked version gives the player more options, to add replay-ability. Now it has levels of difficulty to beat, a high-score table, and multiple levels.

IDEA
The Lego Island could feature a train system, which the player can board and travel around the island on. Also as other islands are completed, they are also added to the train system to allow ease of travel between islands.
The train system could also feature in the game for use with specific tasks, i.e. Brickster sabotages the track and Pepper has to fix it before the train turns up.
There could also be a section where pepper can control the train and pickup/drop off passengers and parcels.

IDEA
River Rapids ride.

IDEA – In Game
Lego Island could feature a fair ground, which would feature all of the unlocked subgames to let the player replay. It could also be that Pepper would need to collect money to pay to play the subgames.

IDEA - Story
Story Idea:
In Lego Island III we could have the Brickster being a right hand man for a bigger baddie. Or some sort of bigger scene, This is to make the game seem a lot more than the previous games, because in the first game it was about chasing the Brickster same as the second and AGB game.

IDEA – Sub Game
A simple timing and reaction game, where the player must hold down a button until an on screen event, the player will then have to be quick in letting go.

IDEA – Sub Game
Another timing and reaction game, where the player must wait for an on screen signal the quickly press a button before the opposition.

IDEA – Marco Polo
There could be a whole section based around the trade ships, where Pepper travels on the Galleons with Marco Polo in search of China. This could include a lot of sea type sub games and adventures.

IDEA – Story Structure
With Pepper needing to reach China in chase of The Brickster, he arranges with Marco Polo to travel with him on his Galleon to China, mid way the ship runs into trouble and he has to depart and travel through jungles and deserts.
Reaching China he bumps into Marco again.
We could have Marco as a character that appears through out the game.

There could be a part were pepper finds him self in jail and meets Marco inside.

IDEA – Level Structure
Rather than one central hub to the whole game, like Donkey Kong 64, I think it would be better to have separate hubs for the different sections of the game. I.E. when Pepper travels to China there will be a separate central Chinese hub.
The hub should always contain the same items / options, just obviously graphically different.
The idea of having the sub games unlock into a fun fair, the Lego island one, would be theme with the bright bricks, and the Chinese would have and oriental feel to it, but the games them selves would play the same.
Certain parts of the game would be worked slightly different, like the Galleon, which could be a sort of Hub and level combo.

IDEA – Mole Men
These guys could feature in the game, possibly as underground diggers like the Doozers in "Fraggle Rock" mining for Lego bricks.
It could be that holes start appearing in the floor of Lego Island, and Pepper has to go on an adventure into the caves underneath the Island to discover what is causing the holes to appear. Upon finding the Mole men, pepper has to stop them from digging. But this isn't easy because its what the mole men do, they dig. Eventually Pepper convinces the Mole men to change the course and diverts them down under the ocean where they start to build a tunnel joining Lego Island and ***** Island.

IDEA – Adventure for the Seven missing keys
Like the adventure in Lego Land where you have to travel around the different parts of Adventure land to locate the Seven Coloured keys, which will unlock