Sub Games

<table>
<tr><td>Title:</td><td colspan="3">Catch - A - Brick</td></tr>
<tr><td>Players:</td><td colspan="3">2 to 4</td></tr>
<tr><td>Controls:</td><td>No Use No Use No Use
Walk Left Walk Right
No Use No Use No Use</td><td>No Use Fire Water pistol</td><td>No Use

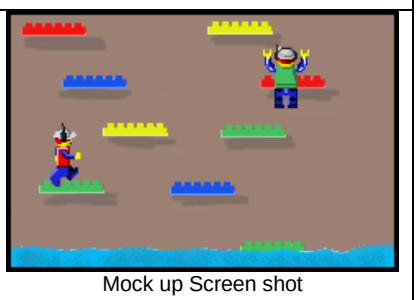
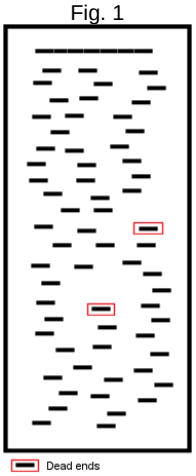
No Use</td></tr>
<tr><td>Engine:</td><td colspan="3">Single Screen</td></tr>
<tr><td>Game Type:</td><td colspan="3">Timed, 60 seconds count down.
Top score to win.
1 point per brick</td></tr>
<tr><td>Story:</td><td colspan="3">Brick-bots have stolen Lego Island’s supply of bricks and are currently throwing 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.</td></tr>
<tr><td>Gameplay:</td><td colspan="3">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.

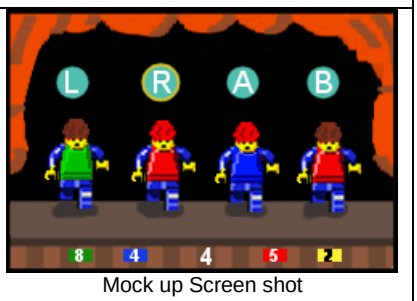
Mock up Screen shot
Arrows have been added to show direction

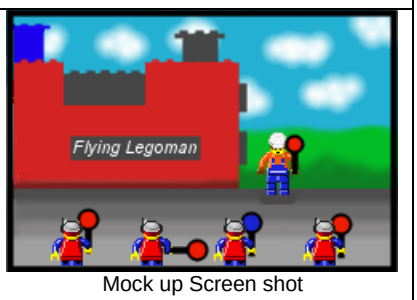
<u>Players</u>
The aim is to walk the character underneath the coloured bricks using the d-pad’s left and right. The player scores a point when the correct coloured brick touches the character.
There is no collision between characters they just overlap one another to give the impression that one is walking 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.

<u>Bricks</u>
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.

<u>Special Bricks</u>
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.</td></tr>
<tr><td>High Score:</td><td colspan="3">Will be on most bricks caught.</td></tr>
</table>

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

Title:	The Lego Island Dance
Players:	1 to 4
Controls:	No Use No Use No Use No Use No Use No Use No Use No Use Select 4 Select 3 Select 1 Select 2
Engine:	Single Screen
Game Type:	10 Rounds Top score to win. 1 point per Correct Guess
Story:	Pepper has chased the Brickster, into Lego island dance class. But as always the Brickster has a trick up his sleeve, he has dressed up as a dancer and mingled in with the class. It's up to Pepper to spot which one he is amongst the four dancers.
Gameplay:	Watching the four mini figs dance, the player must decide which dancer the Brickster is by spotting who is moving out of sync with the rest. Once decided the button labelled above the mini-fig must be pressed. The example screen shot shows that this particular player has selected mini-fig R as the Brickster. Once the Mini-figs end their dance routine the Brickster will reveal him self and the correct  Mock up Screen shot <u>Players</u> Each player must choose who they think it is before the dance sequence is over, the players choices are only shown on their own screen; this is to stop other players copying. Once the dance sequence is over the Brickster reveals himself and anyone who guest correctly wins a point. The curtain will then close while the dancers shuffle up, once it reopens the mini figs will start a new dance. <u>Dancers</u> The mini figs will have many different styles of dancing, each using different parts of the body. To add to the difficulty of the game, each mini fig will wear a different set of clothes each round. The Brickster will fall out of sync with the rest of the dancers around two seconds into the sequence moving randomly faster or slower. The game ends after ten rounds have finished, the winner is the player who has most points.
High Score:	Highest number of points

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:	Watching the Signalman the players must copy his signal in both direction and colour.  Mock up Screen shot <u>Players</u> 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. <u>Signalman</u> 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.
High Score:	No High Score Table

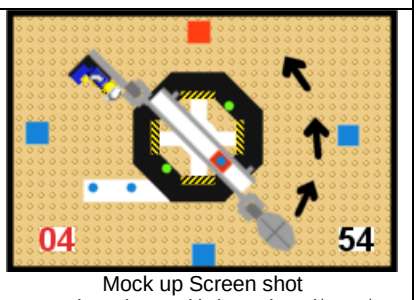
Title:	Take a Photo!
Players:	1 to 4
Controls:	No Use No Use No Use No Use No Use No Use No Use No Use No Use Take Photo No Use No Use
Engine:	Single Screen
Game Type:	Timed, 60 seconds count down. Top score to win. 1 point per Brick Bot Photo
Story:	Pepper has heard that the Brick Bots are hiding in Lego Island Park. He must take photos of them as proof for the police.
Gameplay:	The player is on the look out for any Brick Bots that appear on screen. 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. Mock up Screen shot <u>Scene</u> 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. <u>Brick Bots & Mini Figs</u> 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.
High Score:	Highest number of points

<table>
<tr><td>Title:</td><td colspan="3">Centrifuge</td></tr>
<tr><td>Players:</td><td colspan="3">1 to 4</td></tr>
<tr><td>Controls:</td><td>No Use No Use No Use
No Use

No Use
No Use No Use No Use</td><td>No Use

Hit Block
No Use</td><td>No Use

No Use</td></tr>
<tr><td>Engine:</td><td colspan="3">Single Screen</td></tr>
<tr><td>Game Type:</td><td colspan="3">Reaction, highest points</td></tr>
<tr><td>Story:</td><td colspan="3">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.</td></tr>
<tr><td>Gameplay:</td><td colspan="3">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.

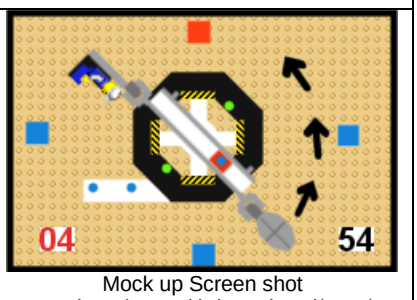
 

Mock up Screen shot
Arrows have been added to show direction

<u>Centrifuge</u>
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.

<u>Coloured blocks</u>
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.</td></tr>
<tr><td>High Score:</td><td colspan="3">Highest number of points scored</td></tr>
</table>

Title:	Face Match				
Players:	1 to 4				
Controls:	No Use	No Use	No Use	No Use	No Use
	No Use		No Use	No Use	Hit Block
	No Use	No Use	No Use	No Use	No Use
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:	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. <u>Centrifuge</u> 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. <u>Coloured blocks</u> 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.				
High Score:	Highest number of points scored				



Mock up Screen shot
Arrows have been added to show direction