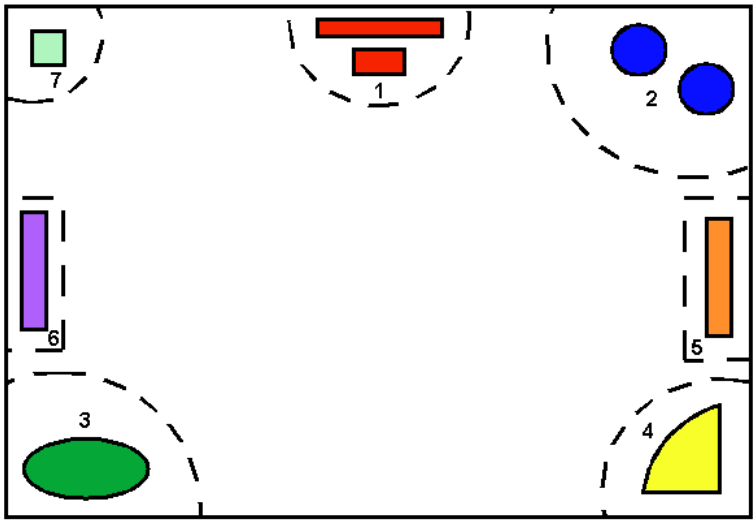
Sub-Quest Mechanics

Mechanics of Delivery Sub-Quests

<table>
<tr><td>Title</td><td>Script Swap</td></tr>
<tr><td>HUD Type</td><td>


Based on the Main Island HUD to keep the game flow as smooth as possible, Script Swap is one of five timed delivery challenges.

1. This section comes onto screen for the full duration of the game displaying both a countdown clock and the game score.

2. The context action buttons will display icons as in the main island.

3. The Holo-gadget during this sub-quest displays a holo-arrow, which directs Pepper to his next delivery.

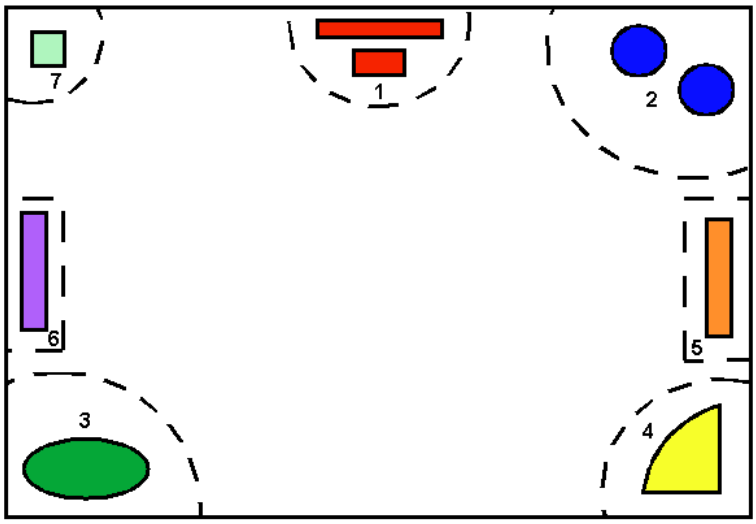
4. This section only displays the speedometer if Pepper is in control of a vehicle, exactly like the Main Island HUD.

5. Not used in Script Swap Sub Quest.
6. Not used in Script Swap Sub Quest.
7. Not used in Script Swap Sub Quest.

Note: There will be a text message telling Pepper the name of the next destination.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>-</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td></td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Non</td></tr>
<tr><td>Score System</td><td>1000 Points for each delivered script + Time Bonus (See: Timer)
100 Points for each second left on the clock at the end (If any).</td></tr>
<tr><td>Timer</td><td>60 Seconds countdown on the clock.
10 Seconds added to the time for every script delivered.

The game is failed when the time reaches zero.
The game is won if the last script is delivered before the time runs out.</td></tr>
<tr><td>Checkpoints</td><td>A Particle effect is used to show Pepper the exact location of a script delivery. Once Pepper reaches a checkpoint the script is automatically</td></tr>
</table>

	delivered.
Opponent	Non
Route	Each script is delivered in turn, with the Holo-Arrow turning to point to the next destination as soon as the previous one has been delivered. Start Point: Harbour 10 Scripts to deliver around the top most part of the island.
Game Start	Once the Accept Cutscene has played through, The game cuts directly into the delivery mode (HUD in all). Pepper is given a three second count in before the action starts.
Game Win	If Pepper delivers all the scripts then the Game is won. The Success Cutscene is played, automatically warping Pepper back to the start point.
Game Fail	If Pepper runs out of time before delivering ANY scripts. The Fail 1 Cutscene is played, automatically warping Pepper back to the start point. If Pepper runs out of time after delivering at least one but not all scripts. The Fail 2 Cutscene is played, automatically warping Pepper back to the start point.

<table>
<tr><td>Title</td><td>Crazy Pizza</td></tr>
<tr><td>HUD Type</td><td>


Based on the Main Island HUD to keep the game flow as smooth as possible, Crazy Pizza is one of five timed delivery challenges.

1. This section comes onto screen for the full duration of the game displaying both a countdown clock and the game score.
2. Context action buttons will display icons as in the main island.

3. The Holo-gadget during this sub-quest displays a holo-arrow, which directs Pepper to his next delivery.

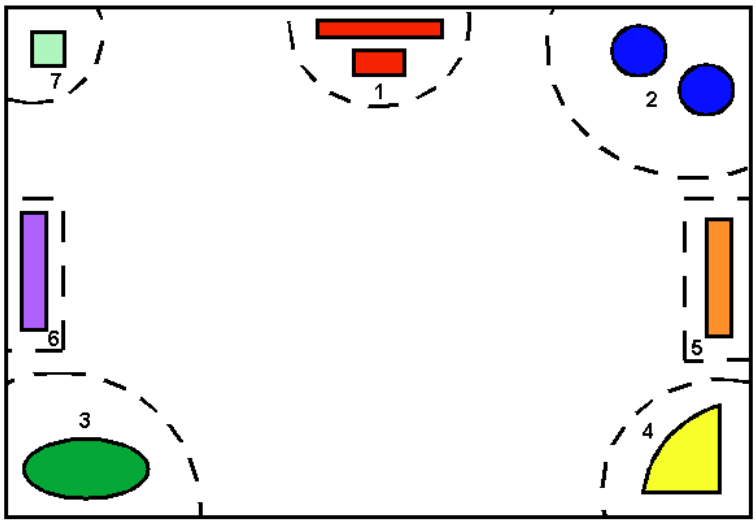
4. This section only displays the speedometer if Pepper is in control of a vehicle, exactly like the Main Island HUD.

5. Not used in Crazy Pizza Sub Quest.
6. Not used in Crazy Pizza Sub Quest.
7. Not used in Crazy Pizza Sub Quest.

Note: There will be a text message telling Pepper the name of the next destination.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>-</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td></td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Non</td></tr>
<tr><td>Score System</td><td>1000 Points for each delivered pizza</td></tr>
<tr><td>Timer</td><td>60 Seconds countdown on the clock.
10 Seconds added to the time for every pizza delivered.

The game is failed when the time reaches zero.
The game is not won as it goes on indefinately.</td></tr>
<tr><td>Checkpoints</td><td>A Particle effect is used to show Pepper the exact location of a pizza delivery. Once Pepper reaches a checkpoint the pizza is automatically delivered.</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>Each pizza is delivered in turn, with the Holo-Arrow turning to point to the next destination as soon as the previous one has been delivered.</td></tr>
</table>

	Start Point: Pizzeria Route will be worked out while using the map. As this game goes on infinitely (or so the player should think) a large list of destinations must be generated, with repeated deliveries coming later in the list. The difficulty should be made up from, short deliveries at the start of the game, leading through to medium length, and then finally long length. There should always be a nice mix of distance though even toward the final part of the delivery list. On average the game should last around 3 minutes, but it should be possible for the player to strive on using extra skill and abilities to reach possibly 7-8 minutes. This however should only come with a good deal of practice.
Game Start	Once the Accept Cutscene has played through, The game cuts directly into the delivery mode (HUD in all). Pepper is given a three second count in before the action starts.
Game Win	The game cannot be won, as it continues until the player fails. The Success Cutscene is played, if the player delivers one or more pizzas and runs out of time. Pepper is warped back to the start point.
Game Fail	If Pepper runs out of time before delivering ANY pizzas. The Fail Cutscene is played, automatically warping Pepper back to the start point.

<table>
<tr><td>Title</td><td>Pizza Machine</td></tr>
<tr><td>HUD Type</td><td>


Based on the Main Island HUD to keep the game flow as smooth as possible, Pizza Machine is one of five timed delivery challenges.

1. This section comes onto screen for the full duration of the game displaying both a countdown clock and the game score.
2. Context action buttons will display icons as in the main island.

3. The Holo-gadget during this sub-quest displays a holo-arrow, which directs Pepper to his next delivery.

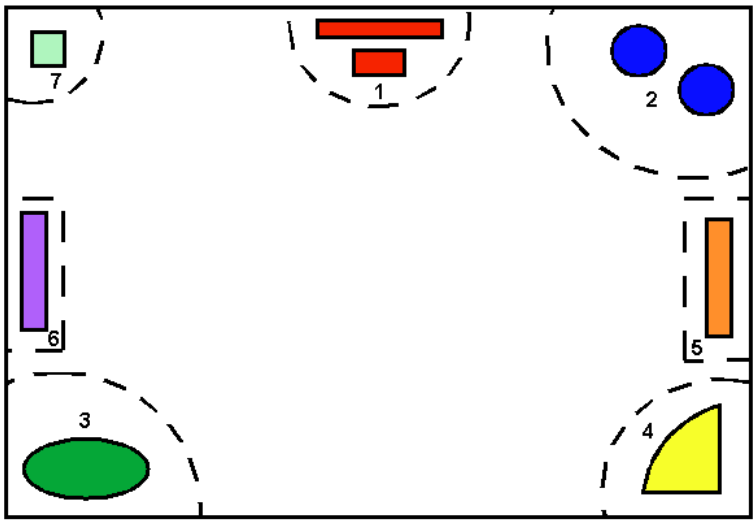
4. This section only displays the speedometer if Pepper is in control of a vehicle, exactly like the Main Island HUD.

5. Not used in Pizza Machine Sub Quest.
6. Not used in Pizza Machine Sub Quest.
7. Not used in Pizza Machine Sub Quest.

Note: There will be a text message telling Pepper the name of the next destination.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>-</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td></td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Non</td></tr>
<tr><td>Score System</td><td>1000 Points for each delivered pizza</td></tr>
<tr><td>Timer</td><td>60 Seconds countdown on the clock.
5 Seconds added to the time for short pizza pickup
10 Seconds added to the time for medium pizza pickup
12 Seconds added to the time for long pizza pickup
10 Seconds added to the time for every pizza delivered.

The game is failed when the time reaches zero.
The game is not won as it goes on indefinately.</td></tr>
<tr><td>Checkpoints</td><td>A Particle effect is used to show Pepper the exact location of a pizza delivery. Once Pepper reaches a checkpoint the pizza is automatically delivered.</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
</table>

Route	Each pizza is delivered in turn, with the Holo-Arrow turning to point to the next destination as soon as the previous one has been delivered. Start Point: Party House The route is non-linear, due to the player having collect the pizza before delivering it, so this means we cannot predetermine a track. If possible each pizza type (short, medium and long delivery) should have a separate particle colour, to show the player what type they are about to collect.
Game Start	Once the Accept Cutscene has played through, The game cuts directly into the delivery mode (HUD in all). Pepper is given a three second count in before the action starts.
Game Win	The game cannot be won, as it continues until the player fails. The Success Cutscene is played, if the player delivers one or more pizzas and runs out of time. Pepper is warped back to the start point.
Game Fail	If Pepper runs out of time before delivering ANY pizzas. The Fail Cutscene is played, automatically warping Pepper back to the start point.

<table>
<tr><td>Title</td><td>Mail Madness</td></tr>
<tr><td>HUD Type</td><td>

Based on the Main Island HUD to keep the game flow as smooth as possible, Mail Madness is one of five timed delivery challenges.

1. This section comes onto screen for the full duration of the game displaying both a countdown clock and the game score.
2. Context action buttons will display icons as in the main island.

3. The Holo-gadget during this sub-quest displays a holo-arrow, which directs Pepper to his next delivery.

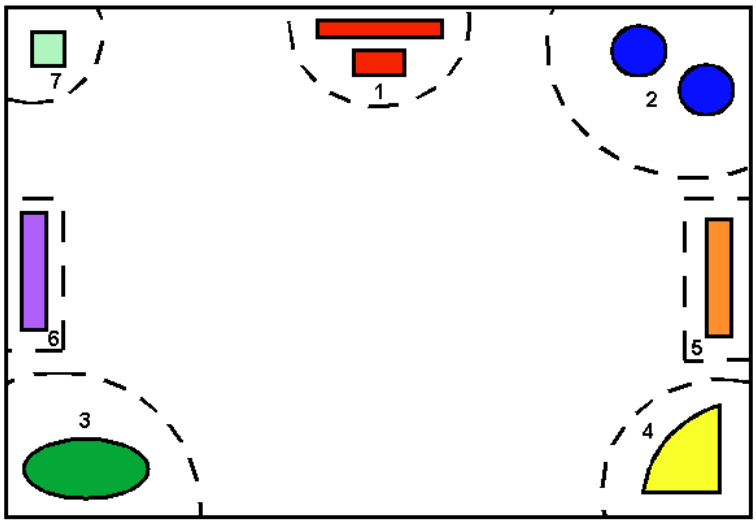
4. This section only displays the speedometer if Pepper is in control of a vehicle, exactly like the Main Island HUD.

5. Not used in Mail Madness Sub Quest.
6. Not used in Mail Madness Sub Quest.
7. Not used in Mail Madness Sub Quest.

Note: There will be a text message telling Pepper the name of the next destination.</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>-</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td></td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Non</td></tr>
<tr><td>Score System</td><td>1000 Points for each delivered letter.</td></tr>
<tr><td>Timer</td><td>60 Seconds countdown on the clock.
10 Seconds added to the time for every letter delivered.

The game is failed when the time reaches zero.
The game is not won as it goes on indefinitely.</td></tr>
<tr><td>Checkpoints</td><td>A Particle effect is used to show Pepper the exact location of a letter delivery. Once Pepper reaches a checkpoint the letter is automatically delivered.</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>Each letter is delivered in turn, with the Holo-Arrow turning to point to the next destination as soon as the previous one has been delivered.</td></tr>
</table>

	Start Point: M.P.Posts shop. Route will be worked out while using the map. 1.
Game Start	Once the Accept Cutscene has played through, The game cuts directly into the delivery mode (HUD in all). Pepper is given a three second count in before the action starts.
Game Win	The game cannot be won, as it continues until the player fails. The Success Cutscene is played, if the player delivers one or more letters and runs out of time. Pepper is warped back to the start point.
Game Fail	If Pepper runs out of time before delivering ANY letters. The Fail Cutscene is played, automatically warping Pepper back to the start point.

<table>
<tr><td>Title</td><td>Shopper Panic</td></tr>
<tr><td>HUD Type</td><td>

Based on the Main Island HUD to keep the game flow as smooth as possible, Shopper Panic is one of five timed delivery challenges.

2. This section comes onto screen for the full duration of the game displaying both a countdown clock and the game score.
3. Context action buttons will display icons as in the main island.

4. The Holo-gadget during this sub-quest displays a holo-arrow, which directs Pepper to his next delivery.

5. This section only displays the speedometer if Pepper is in control of a vehicle, exactly like the Main Island HUD.

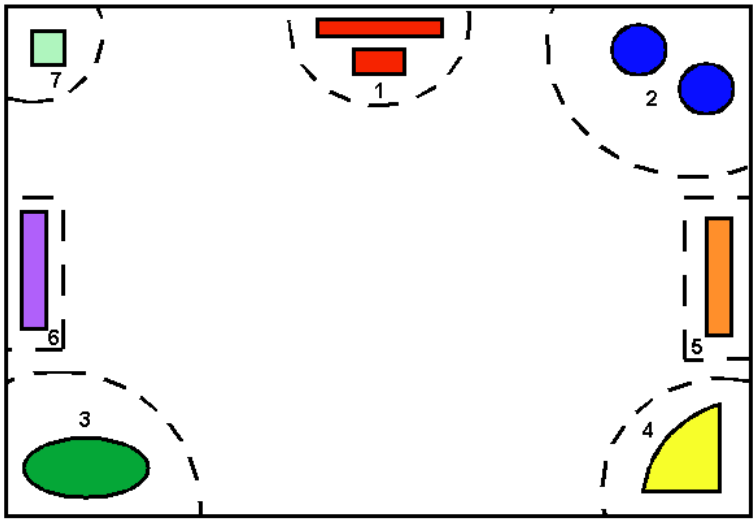
6. Not used in Shopper Panic Sub Quest.
7. Not used in Shopper Panic Sub Quest.
8. Not used in Shopper Panic Sub Quest.

Note: There will be a text message telling Pepper the name of the next destination.</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Non</td></tr>
<tr><td>Score System</td><td>100 Points for each delivered bag of shopping.</td></tr>
<tr><td>Timer</td><td>60 Seconds countdown on the clock.
10 Seconds added to the time for every bag of shopping delivered.

The game is failed when the time reaches zero.
The game is not won as it goes on indefinately.</td></tr>
<tr><td>Checkpoints</td><td>A Particle effect is used to show Pepper the exact location of a bag of shopping delivery. Once Pepper reaches a checkpoint the bag of shopping is automatically delivered.</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>Each bag of shopping is delivered in turn, with the Holo-Arrow turning to point to the next destination as soon as the previous one has been</td></tr>
</table>

	delivered. Start Point: Jack O'Trades House. Route will be worked out while using the map. 1.
Game Start	Once the Accept Cutscene has played through, The game cuts directly into the delivery mode (HUD in all). Pepper is given a three second count in before the action starts.
Game Win	The game cannot be won, as it continues until the player fails. The Success Cutscene is played, if the player delivers one or more bags of shopping and runs out of time. Pepper is warped back to the start point.
Game Fail	If Pepper runs out of time before delivering ANY bags of shopping. The Fail Cutscene is played, automatically warping Pepper back to the start point.

Mechanics of Sub-Quests using Main Island HUD

<table>
<tr><td>Title</td><td>Gust of Wind</td></tr>
<tr><td>HUD Type</td><td>


Gust of Wind uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

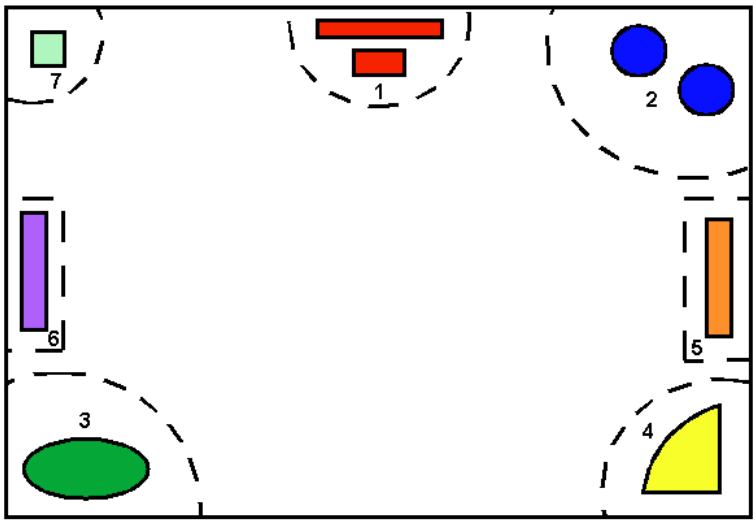
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Gust of Wind Sub Quest.
6. Not used in Gust of Wind Sub Quest.
7. Not used in Gust of Wind Sub Quest.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Check This</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>The route is from the Pizzeria to the hat and then back to the Pizzeria.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Papa has ended and the player has control of Pepper.</td></tr>
</table>

Game Win	The game is 'won' or completed when Pepper returns Papa's hat to him at the Pizzeria.
Game Fail	Game cannot be failed.

<table>
<tr><td>Title</td><td>Flower Power</td></tr>
<tr><td>HUD Type</td><td>

Flower Power uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

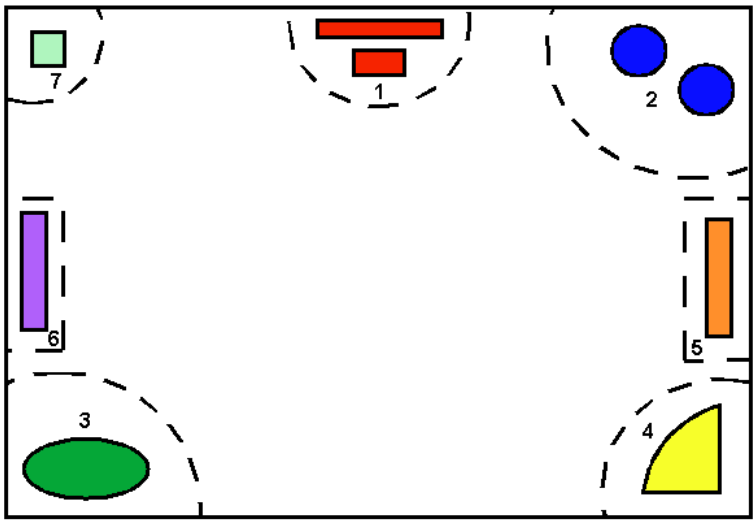
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Flower Power Sub Quest.
6. Not used in Flower Power Sub Quest.
7. Not used in Flower Power Sub Quest.</td></tr>
<tr><td>Controls</td><td><table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table></td></tr>
<tr><td>During Speech</td><td>Check This</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>Pepper stays in one place (i.e. The Party House) to complete this quest.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Red Greenbase has ended and the player has control of Pepper.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper has correctly matched</td></tr>
</table>

	the flower colours to have a red flower and a green stem.
Game Fail	The game cannot be failed. Check this. (Does it count as failure if Pepper goes up to Red Greenbase having changed the flowers to the wrong colour combination?)

<table>
<tr><td>Title</td><td>Sneak#1</td></tr>
<tr><td>HUD Type</td><td>

Sneak#1 uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

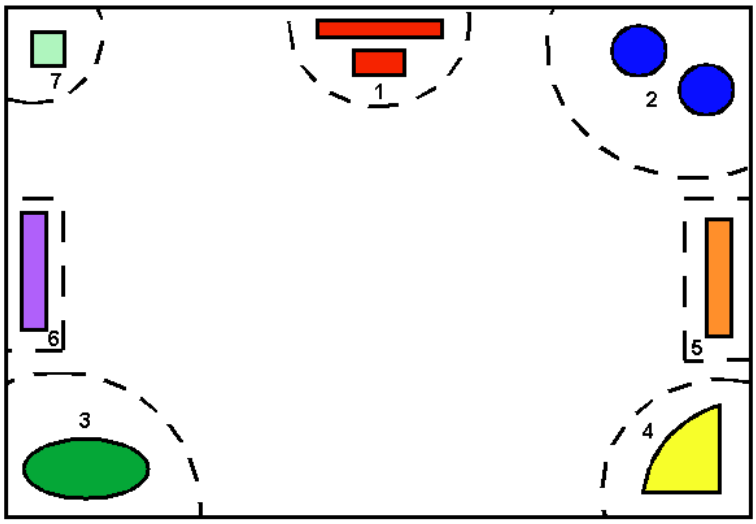
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Sneak#1 Sub Quest.
6. Not used in Sneak#1 Sub Quest.
7. Not used in Sneak#1 Sub Quest.</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Check this.</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>The script implies that the course is timed. Check this.</td></tr>
<tr><td>Checkpoints</td><td>The plank course has Checkpoints</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>Pepper stays in one place (i.e. Jack O'Trades House) to complete this quest.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Jack O'Trades has ended and the player has control of Pepper.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper has completed the</td></tr>
</table>

	Sneak course.
Game Fail	Game is failed if Pepper doesn't reach the end of the course on time or if he falls of one of the planks or misses one of the checkpoints along the plank course.

<table>
<tr><td>Title</td><td>Sneak#2</td></tr>
<tr><td>HUD Type</td><td>

Sneak#2 uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

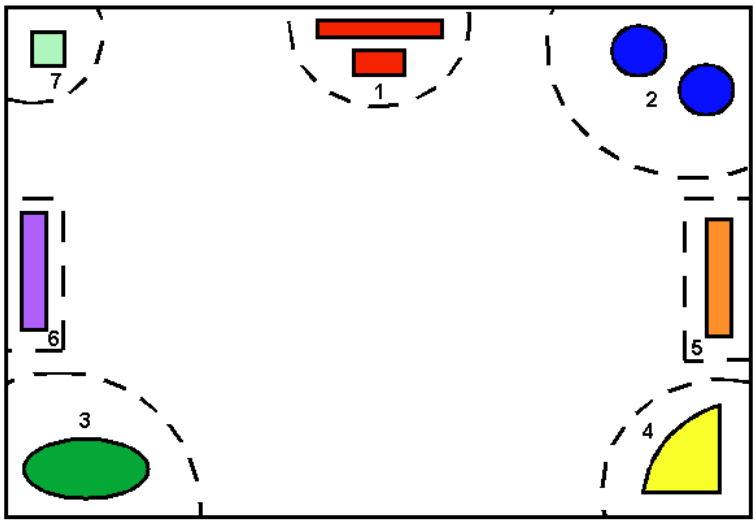
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Sneak#2 Sub Quest.
6. Not used in Sneak#2 Sub Quest.
7. Not used in Sneak#2 Sub Quest.</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Check this.</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Bricksterbots.</td></tr>
<tr><td>Route</td><td>The Sub-Quest takes place at and near Jack O'Trades House.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Jack O'Trades has finished.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper splats the Brickster Bot/Brickster Bots and then talks to Jack O'Trades.</td></tr>
</table>

Game Fail	The game is failed if Pepper doesn't splat the Brickster Bot/ Brickster Bots and then talks to Jack O'Trades. Check This (is Pepper morphed back to Jack O'Trades if he doesn't splat the Brickster Bot correctly)

<table>
<tr><td>Title</td><td>Self Drive</td></tr>
<tr><td>HUD Type</td><td>

Self Drive uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

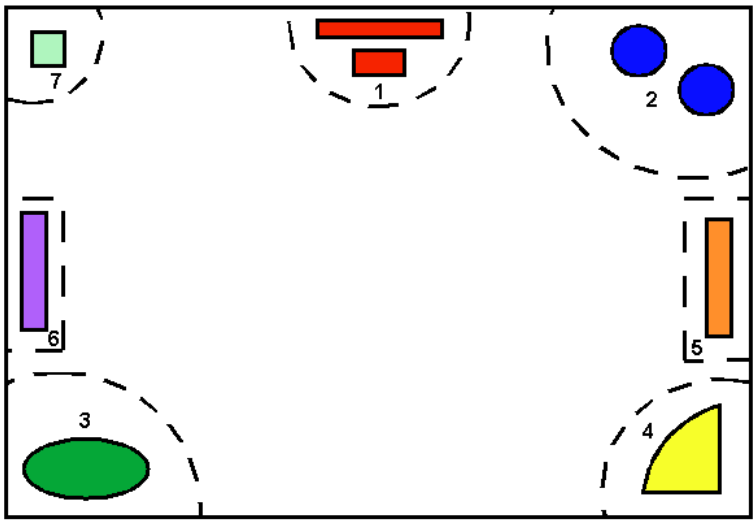
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Self Drive Sub Quest.
6. Not used in Self Drive Sub Quest.
7. Not used in Self Drive Sub Quest.</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>Check this.</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>The car must be hit by Pizzas to make it stop.</td></tr>
<tr><td>Route</td><td>The route will be from Technician Bob's House to the route being followed by the car and then returning to Technician Bob's House by driving the car.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Technician Bob has ended and Pepper goes in search of the car.</td></tr>
</table>

Game Win	The game is 'won' or completed when Pepper returns the car to Technician Bob's House and talks to Technician Bob.
Game Fail	Not Applicable

<table>
<tr><td>Title</td><td>Diversion Dilemma</td></tr>
<tr><td>HUD Type</td><td>


Diversion Dilemma uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

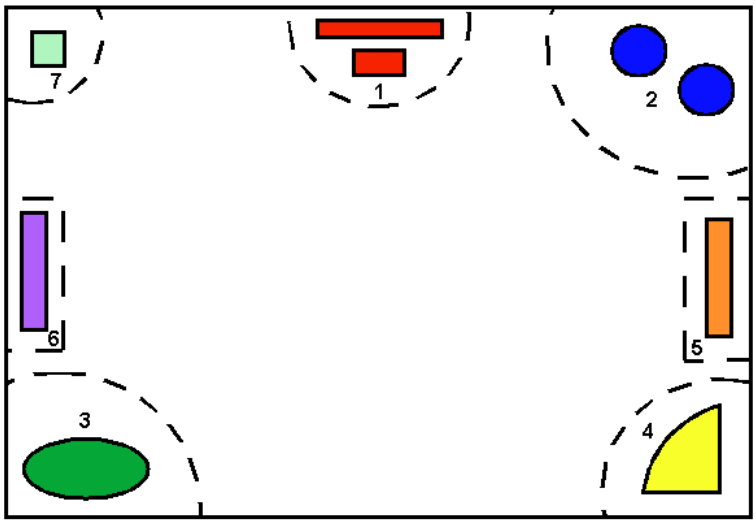
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Diversion Dilemma Sub Quest.
6. Not used in Diversion Dilemma Sub Quest.
7. Not used in Diversion Dilemma Sub Quest.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>There is during Speech (See Script)</td></tr>
<tr><td>Score System</td><td>It would be valuable for the player to know how many Brickster Bots there are left to be disabled. Points could be awarded for each one disabled but in any event the number that need to be disabled should be shown.</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>A given number of Brickster Bots</td></tr>
<tr><td>Route</td><td>The diversion notices will need a route to guide the traffic. The Brickster Bots should be stationed along that route.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Nick Brick has ended and the player has control of Pepper.</td></tr>
</table>

Game Win	The game is 'won' or completed when Pepper has disabled all the Brickster Bots and returned to Nick Brick for the final conversation.
Game Fail	Not Applicable

<table>
<tr><td>Title</td><td>Floating Trouble</td></tr>
<tr><td>HUD Type</td><td>


Floating Trouble uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

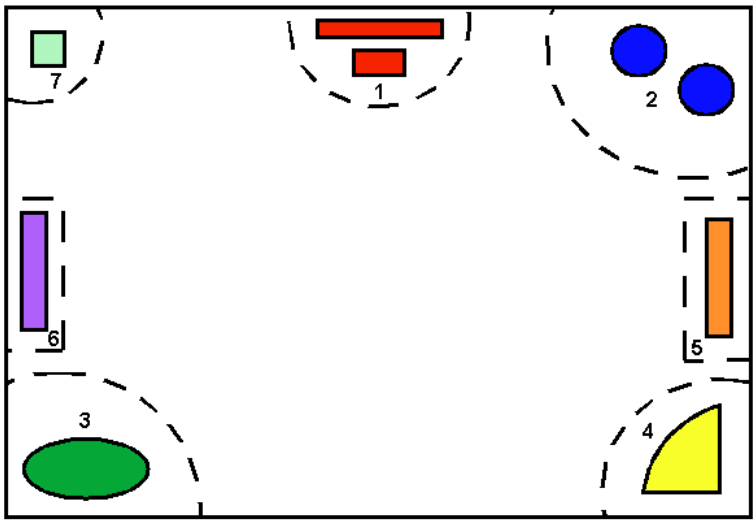
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Floating Trouble Sub Quest.
6. Not used in Floating Trouble Sub Quest.
7. Not used in Floating Trouble Sub Quest.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>There is During Speech (See Script)</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>Not Applicable (This Sub-Quest takes place close to the hotel)</td></tr>
<tr><td>Game Start</td><td>The game starts after the Start Conversation cut-scene between Pepper and Lucky Larry has ended and the player has accepted the Sub-Quest.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper bursts all the balloons</td></tr>
</table>

	and talks to Lucky Larry.
Game Fail	Not Applicable

<table>
<tr><td>Title</td><td>Backwords</td></tr>
<tr><td>HUD Type</td><td>


Backwords uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

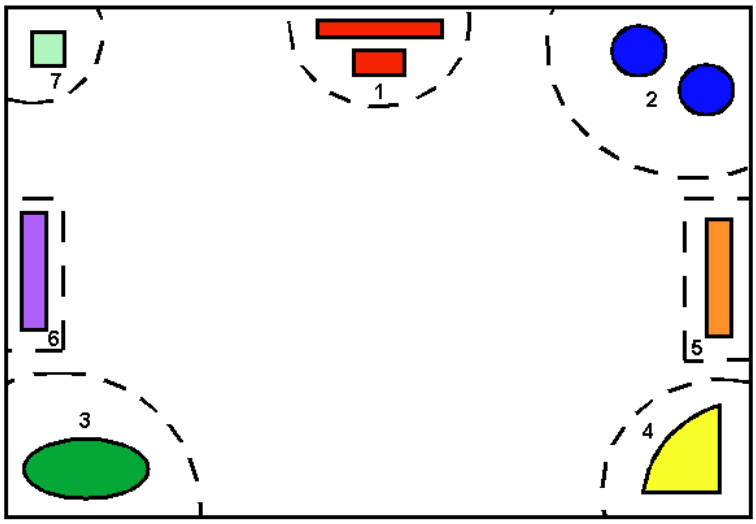
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Backwords Sub Quest.
6. Not used in Backwords Sub Quest.
7. Not used in Backwords Sub Quest.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>There is During Speech (See Script)</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>The route is from the Radio Station to Technician Bob's House and then back to the Radio Station with Technician Bob.</td></tr>
<tr><td>Game Start</td><td>The game starts after the Start Conversation cut-scene between Pepper and the DJ has ended and the player has accepted the Sub-Quest.</td></tr>
</table>

Game Win	The game is 'won' or completed when Pepper returns to the Radio Station with Technician Bob.
Game Fail	Not Applicable

<table>
<tr><td>Title</td><td>Lost Brick</td></tr>
<tr><td>HUD Type</td><td>

Lost Brick uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

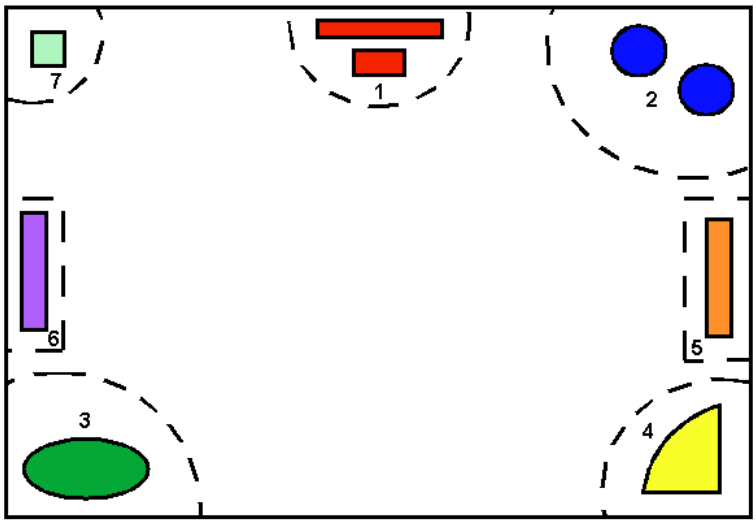
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Lost Brick Sub Quest.
6. Not used in Lost Brick Sub Quest.
7. Not used in Lost Brick Sub Quest.</td></tr>
<tr><td>Controls</td><td><table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table></td></tr>
<tr><td>During Speech</td><td>There is During Speech (See Script)</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>One Brickster Bot</td></tr>
<tr><td>Route</td><td>Not Applicable</td></tr>
<tr><td>Game Start</td><td>The game starts after the Start Conversation cut-scene between Pepper and Nubby Stevens has ended and the player has accepted the Sub-Quest.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper returns the Lost Brick to</td></tr>
</table>

	Nubby Stevens at the Garage.
Game Fail	Not Applicable

<table>
<tr><td>Title</td><td>Medical Worry</td></tr>
<tr><td>HUD Type</td><td>


Medical Worry uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

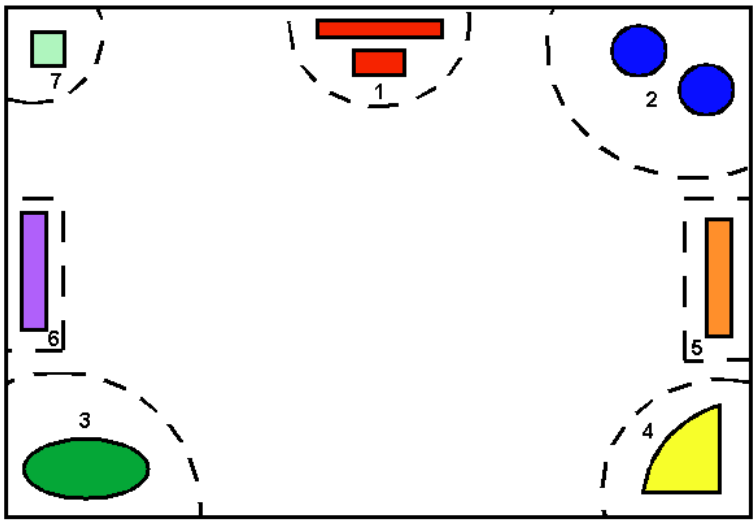
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Medical Worry Sub Quest.
6. Not used in Medical Worry Sub Quest.
7. Not used in Medical Worry Sub Quest.
</td></tr>
<tr><td>Controls</td><td>
<table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table>
</td></tr>
<tr><td>During Speech</td><td>There is During Speech (See Script)</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>The route is from the Pizzeria to the hat and then back to the Pizzeria.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Papa has ended and the player has control of Pepper.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper returns Papa's hat to him at the Pizzeria.</td></tr>
</table>

Game Fail	Not Applicable

<table>
<tr><td>Title</td><td>Bird's Nest</td></tr>
<tr><td>HUD Type</td><td>

Birds Nest uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

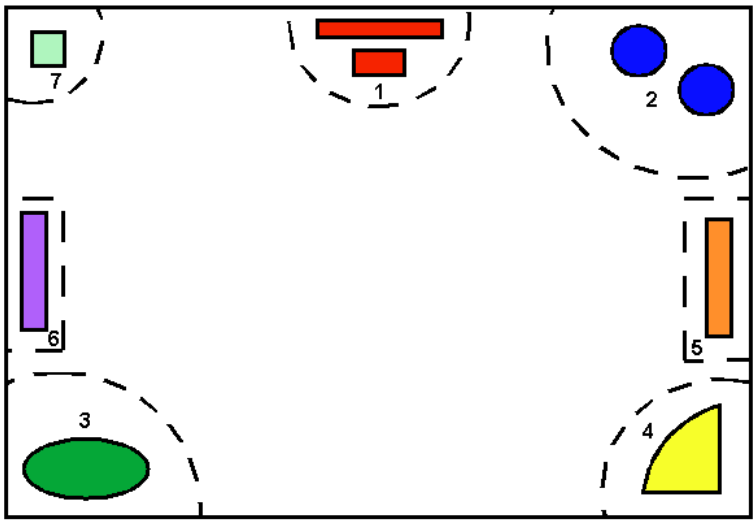
2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Gust of Wind Sub Quest.
6. Not used in Gust of Wind Sub Quest.
7. Not used in Gust of Wind Sub Quest.</td></tr>
<tr><td>Controls</td><td><table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table></td></tr>
<tr><td>During Speech</td><td>Non</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>The route is from the Pizzeria to the hat and then back to the Pizzeria.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Papa has ended and the player has control of Pepper.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper returns Papa's hat to him at the Pizzeria.</td></tr>
</table>

Game Fail	Not Applicable

<table>
<tr><td>Title</td><td>Flying Chair</td></tr>
<tr><td>HUD Type</td><td>

Flying Chair uses the same HUD as the Main Island.

1. This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

2. This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.

3. This section holds Pepper's holo-gadget which primarily holds the compass to show Pepper his general direction. In addition it shows the PDA when it is updated and the Holo-Maniac's head when appropriate.

4. This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling.

5. Not used in Gust of Wind Sub Quest.
6. Not used in Gust of Wind Sub Quest.
7. Not used in Gust of Wind Sub Quest.</td></tr>
<tr><td>Controls</td><td><table>
<tr><th>Circle</th><th>Triangle</th><th>Square</th><th>Cross</th></tr>
<tr><td>Fire</td><td>Skateboard</td><td>Talk</td><td>Jump</td></tr>
<tr><td>Horn (Vehicle)</td><td>Power Up</td><td>Enter Building</td><td>Accelerate(vehicle)</td></tr>
<tr><td>Stunt</td><td>Get in/out vehicle</td><td>Brake (vehicle)</td><td>Grind?</td></tr>
<tr><td>Pizza Splat</td><td></td><td>Reverse (vehicle)</td><td></td></tr>
<tr><td></td><td></td><td>Interact</td><td></td></tr>
</table></td></tr>
<tr><td>During Speech</td><td>Non</td></tr>
<tr><td>Score System</td><td>Not Applicable</td></tr>
<tr><td>Timer</td><td>Not Applicable</td></tr>
<tr><td>Checkpoints</td><td>Not Applicable</td></tr>
<tr><td>Opponent</td><td>Non</td></tr>
<tr><td>Route</td><td>The route is from the Pizzeria to the hat and then back to the Pizzeria.</td></tr>
<tr><td>Game Start</td><td>The game starts once the Conversation cut-scene between Pepper and Papa has ended and the player has control of Pepper.</td></tr>
<tr><td>Game Win</td><td>The game is 'won' or completed when Pepper returns Papa's hat to him at the Pizzeria.</td></tr>
</table>

Game Fail	Not Applicable