

COMIC MANUAL

preliminary rough / first draft

24 pages plus cover

Size approximate to box

COVER:

Cover stock / Gloss

Suggestion #1 (With full color, gloss insert of LEGO Island Map.): Cover: A Dynamic Wrap Around Chase Scene. (*This description goes back cover to front.*) Back Cover: The chase begins with Brickster racing a motorcycle followed by Nick on his motorcycle. Mama and Papa follow on their bicycles. (*The back wheels of their bicycles overlap onto front page.*) Front Cover: Pepper is in the foreground racing on his skateboard, followed by Laura in her prowler. Above, in the background, the Infomaniac is in the Helicopter, waving at the reader. Remaining background is full of LEGO Island activity. The title: *Adventures on LEGO Island* is the same art used on the package art. Subtitled: *A User Friendly Instruction Manual*

Suggestion #2: Map: A full-color wrap around of LEGO Island from a 3/4 overhead view with call-out explosions of locations.

INSIDE FRONT COVER:

The seven main characters are pictured with a brief biography. Below is a description of how to select your avatar. Followed by a screen shot of the Information Center Lobby. Major features and hotspots are described.

INSIDE BACK COVER:

A screen shot of the score cube found in the Information Center is featured. A brief explanation of scoring is provided.

CONTENTS: Newsprint.....total of 24 pages

(See Layout) Each page is a two column grid with 3/4 of the page dedicated to the comic book storyline. The remaining 1/4 of the page (vertical) is reserved for the technical information needed to accomplish, on the computer, the action being described in the storyline of the comic book; e.g. what to click on, where to drag the mouse, etc. The following manuscripts are for the Comic Book only. Technical information manuscript to follow.

There are: 3 Comic Stories, 2 Pages of Coupons, 1 Page of Puzzle Activities, 1 page of Parody Advertisements for the stores and services on LEGO Island, e.g. Pizzeria, Garage, and LEGO Island Community Announcements.

**1) STORY ONE
ADVENTURES ON LEGO ISLAND**

"ADVENTURE 1 ENTITLED: HELP!"8 pages.

This is the Action-packed, Drama-filled Introduction that describes some of the product features including: building, navigating, customizing, exploring, racing and accepting a mission.

The Technical Column describes: System requirements, Installing your C.D., The Infomaniac, The Information Center. As well as how to: Enter Locations, Build, Navigate, Rescue, Explore, Customize, Race, Exit and Return.

**2) STORY TWO
ADVENTURES ON LEGO ISLAND**

"ADVENTURE 2 ENTITLED: WELCOME BACK TO A BRAND NEW DAY"8 pages.

This is where LEGO Island is threatened by the Brickster.

The Technical Column describes: The Chase, Selecting and Retrieving Bricks, Building and Flying the Helicopter, Shooting pizzas and donuts, and the Capture of the Brickster

3) STORY THREE

" THE HISTORY OF LEGO ISLAND.....4 pages.

This is the background tale of LEGO Island and its citizens.

The Technical Column describes LEGO history, LEGO facts, The making of *The Adventures on LEGO Island* (the C.D.) history describing the process, the time and the skills required to produce it.

NOTE: All art that takes place outside of the computer (the kids room, the storyline in the kids room, and all of the art for the technical column) should be traditionally illustrated, scanned in and enhanced in photoshop. All art that takes place inside the computer LEGO Island world will be created as 3D models and then brought into photoshop for enhancements (contrast,etc.). The seps. will be from Photohop documents and the screen to the printers specs. The final product will be printed on newsprint (luster) so art should be created accordingly (subtle gradations will be lost).

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Story One of Three Stories

Adventures On LEGO Island

ADVENTURE 1: HELP!

PAGE ONE

Visual: Our story begins in the sanctity of a kid's room. It is a typically cool room , with neat stuff all over the place: Skateboard, Frisbee, Football, Baseball, Sporting equipment of all sorts, A lamp with dinosaurs on the shade, A mobile of planets, An aquarium, A rock collection, as well as, Books and Toys. Tons of toys, (Avoid using any recognizable brands other than LEGO).

There is a desk with a computer (P.C.) on it. Next to the computer is a near completed LEGO model of the Information Center, LEGO bricks lay all about. Outside the window, it is a rainy day .

INTRODUCTION PANEL TEXT: (Appears below the title.)

It was one of those boring rainy weekends, and I was stuck indoors, again. My Mom said that I should be cleaning my room and doing my homework, stuff like that, and I was, really I was...until.

Visual: A box of LEGO begins to shake (3 small panels) The lid pops open and out springs the Infomaniac (a larger panel).

INFOMANIAC:

Hurry! Come with me, very little time left...Oh my! Now there's even less time left. Hurry!

The Infomaniac acrobatically springs over to the incomplete LEGO model on the desk. With a wave of his hand, he completes the model and places the Red Brick on top of the antennae. He then flips over to the computer. (Allow 3 to 4 panels.)

INFOMANIAC:

Good! The power brick is in place. Now, insert the C.D. and follow me.

The kid inserts the C.D. into the computer. The computer glows and we (subjective view) zoom into the computer. The Infomaniac leads and our kid becomes the Infomaniac's size, as he turns into a LEGO character (Pepper).

PEPPER:

WHOA!

INFOMANIAC:

How exhilarating!

END OF PAGE ONE

The Technical Column for page one will describe: System requirement, How to properly install your C.D.

PAGE TWO

As we zoom into the computer, we break through clouds to an overhead view of LEGO Island. Our two characters are floating above it, getting progressively closer...

INFOMANIAC:

I have so much to tell you, but I only have enough space for one more word, and that word is: "HELP!"

PEPPER:

Help? How? I mean, who? What?

INFOMANIAC:

And don't forget where. Here we are. Below is LEGO Island, and LEGO Island needs someone's help.

PEPPER:

Who?

INFOMANIAC:

Who? Why you, of course! You are a LEGO Maniac and I am the Infomaniac, and we...oh here, sign my guest book, won't you? Normally, I don't do this in mid-air but...

Visual: Infomaniac pulls the Blue Book from his hat and opens it.

Next panel: Small screen shot of open book with claw (hand) selecting a letter.

INFOMANIAC:

No time for that now! Look! Down there!

Voice from down below: HELP!

As we zoom closer, the Island below is alive. As we approach the beach and the people below are waving at us.

END OF PAGE TWO

The Technical Column describes:

- 1) The Infomaniac as your host and helper. Clicking on him will trigger informative monologues. He'll show you how to register and how to find your way around.
- 2) The Information Center as the home of the Infomaniac and where you begin play.

PAGE THREE

The Lifeguards, Snap Lockitt and Valerie Stubbins are now visible Snap shouts through his bullhorn, from below.

SNAP:
Hey! Down here! HELP!

The Infomaniac takes off his hat and says:
CLICKITY BRICK! QUICK! A TRICK!

From the hat, bricks fly out and form stairs that our two characters now descend.

PEPPER:
Wow! Very cool!

INFOMANIAC:
I must agree. The hat never did that before. Phenomenal!

As they run down the LEGO brick stairs, Valerie Stubbins and Snap Lockitt run to meet them.

VALERIE:
Dude! I'm so glad it's you! A guy is stuck in a shark out there. He needs help quick!

SNAP:
The shark's stuck too! It's pretty bad for everybody, man!

VALERIE:
Whatever. The point is, we can't get to him! *NO JET SKI!* You've got to build one *NOW!* 'Cause you're, like, a champion LEGO builder so we...

INFOMANIAC:
People, people. Too much dialog. Friend, build us a jet ski, quickly.

PEPPER:
In a snap, Infomaniac! But...uh, where are the bricks?

END OF PAGE THREE

The Technical Column describes: How activities take place and how they change all the time, The importance of meeting people on the Island, who'll give you information or a good time.

PAGE FOUR

SNAP:
Over here, dude. (*Points to the beach shack.*) I would have built a jet ski earlier but you're the fastest, man. My boats never float. Weird, huh?

Visual: Build GUI. Screen shot of jet ski with call outs. Pepper is partially seen entering.

Next panel (smaller) Bill Ding pops his head in.

BILL DING:

Aloha! Try building a red one. I think they're the coolest.

Next visual: Valerie sticks her head in the frame.

VALERIE:

Hey! Chatty boy! It doesn't matter what color it is! *HURRY UP !*

Visual: Jet ski being built rapidly (Motion Blur). Pepper running all over the place. (Motion Blur).

Visual: Jet ski completed. Blue with skull decal.

PEPPER:

It's done! That's a jet ski!

BILL:

Whoa! Beyond fast! Let 'er rip, dude.

Visual: Pepper 'high fives' the exit sign.

END OF PAGE FOUR

Technical Column describes: How to enter build GUI, How to build and customize your vehicle, And how to exit with your vehicle.

PAGE FIVE

Visual: Pepper on Jet ski in Bay races toward shark. People on shore cheering him on.

Next visual(s): Getting closer to shark, maneuvering around other sharks trying to bite him.

GUY IN SHARK:

Help! Over here. Its me, the guy in the shark!

Visual: Pepper races to shark and touches Guy.

PEPPER:

HAH! Got you!

Visual: Guy pops out of shark.

GUY & SHARK:

Thanks!

PEPPER:
No problem.

Visual: (Dramatic angles.) Pepper races back with other sharks chasing him. Guy from shark, now floating in water talking with the shark that swallowed him.

GUY:
Hey. Give me back my hat!

Visual: (Dramatic angles.) Pepper still racing back with sharks chasing him.

SHARK 2:
Wait for me! I'm hungry!

Visual: On the shore, Papa tosses a pizza to one of the other sharks, who lunges after the pizza instead of Pepper.

SHARK 2:
Anchovy! Yum! Thanks, Papa!

Visual: Pepper passes a buoy, confused as racehorn sounds. (Pepper double takes, with question mark over his head.). Snap Lockitt shows up on jet ski.

SNAP:
Your challenge is accepted! The race is on!

END OF PAGE FIVE

The Technical Column describes: How to navigate the jet ski, How to rescue people, and How to trigger the jet ski race

PAGE SIX

Visual: Snap pulls ahead, his head turned toward you and shouting:

SNAP:
Keep the buoys to your right, dude and hold on! It's moto time!

Visual: Race continues around Island, avoiding boats, sharks, jumping ramps, slaloms, etc.

Next visual: Pepper and Snap at the finish line where th Infomaniac waits. Its a tie!

INFOMANIAC:
And the winner is...oh, it's a tie! You both win then! Red Brick Awards for all!

Visual: Snap and Pepper on the shore heading towards the Pizzeria

SNAP:
That was fun, dude! I prefer winning, but it was fun anyway. Hey, I'll buy you a pizza.

PEPPER:

Now that's what I call a trophy.

END OF PAGE SIX

Technical Column describes: How to exit vehicle, How scoring works and will and further opportunities for exploration.

PAGE SEVEN

Visual: Pepper and Snap head towards the pizzeria. In front of them is a palm tree with a cat up in the top fronds. The cat yowls in distress.

PEPPER:

No problem, its cool cat. I'll get you down. I'll just change this tree to a flower.

Visual: Pepper touches the tree.

Next visual: Tree changes to flower and the cat hops off purring.

SNAP:

Whoa. That was gnar gnar.

Visual: In front of the Pizzeria, Mama and Papa come out to greet Pepper and Snap. Papa is spinning a pizza as Mama conducts him like an orchestra (Motion blur).

MAMA

Hello! Hello! You must hear the funny song I just composed on my piano.

PAPA:

No. Not the funny song now, Mama. I got work for Pepper. Pepper! You take your skateboard and this pizza and bring it to Nick at the Police station, before it gets cold .

END PAGE SEVEN

The Technical Column describes: Customization of Island, Selecting vehicles, and Accepting missions.

PAGE EIGHT

Visual: Pepper on his skateboard with pizza in his claw races off. Maneuvering around people, vehicles, jumping ramps, etc., Pepper whoops it up.

PEPPER

Hey, I bet there's a race track around here someplace. I wonder if I should stop by and maybe try out a race and...

Off screen voice:

TEXT:

Dinner's ready! Time for dinner!

Visual of Pepper, question mark over his head, doing a rad skateboard kick.

TEXT:

DINNER!

Visual of Infomaniac appearing magically in a puff of pixel dust.

INFOMANIAC:

Oh-oh...Ill bet that's your Mom. You should go, but you can come back any time you'd like. There's so much more to do! I'll tell you all about when you come back.

OUTRO TEXT:

It was my Mom all right and I never miss dinner. So I said my good-byes and I told all my new friends on LEGO Island that as soon as I finish my dinner and my homework, I'm coming back. I sure hope we have pizza tonight!

END OF PAGE EIGHT / END OF STORY ONE

2 Pages of Advertisement
Parodies and LEGO
Island Activities

inserted here

The parody advertisement are graphic ads for The Pizzeria, The Gas Station etc.

Sample Copy: The Pizzeria

Not only is it the BEST place in town to eat, it is the ONLY place in town to eat.

The Brickolini's Pizzeria

The activities would include:

1) A cross word puzzle, whose clues are based on information found only in the program, e.g. Papa Brickolini always says ----- pizza is good, too."

2) A maze game based on the island.

3) Design your own character. A coloring book contest. Prizes: A soon to be released "Beneath the LEGO Phanta-sea " C.D.

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Story Two of Three Stories

Welcome Back to a Brand New Day

Visual (Under story title): 3 Small panels showing a fly-over the Island and a descent to the Information Center. The fourth panel shows the doors open as we enter the main lobby.

TITLE TEXT:

Welcome Back to a Brand New Day!

Next panel: The Infomaniac waves us in.

INFOMANIAC:

Welcome back to a brand new day! Oh! That's the title of this story. Odd that I didn't notice that before. I thought I just made it up. Anyway, do come in.

Next panel: Hand (claw) pointing to the registration book.

INFOMANIAC:

Sign in please and who would you like to be today?

Next panel: Pull back showing lobby screen with . The Infomaniac is pacing about.

INFOMANIAC:

Let me guess. Laura? *(small panel of a burst of light and Laura appears.)*

LAURA:

Cool! A super cop! And who else can I be?

INFOMANIAC:

How about Papa? *(small panel of a burst of light and Laura turns into Papa . He dances.*

PAPA:

Now , this is fun! show me more!

INFOMANIAC:

Maybe you want to be Mama then? *(small panel of a burst of light and Mama appears)*

MAMA:

And I'm all of that too!

INFOMANIAC:

Ah, I know for the purpose of this comic, you should be Pepper, the skateboarding champ

Next panel: A burst of light and Pepper appears in the room.

PEPPER:

Cool!

INFOMANIAC:

Yes. Cool, indeed.

Next panel: Pepper exits by front door.

PEPPER:

Later, Infomaniac dude, sir.

INFOMANIAC:

See ya later, Brickulator. Look for the 'i' in a circle when you want to come back.

END OF PAGE ONE

The Technical Column describes: The re-start process, How to choose your avatar, and A brief description of hotspots in the lobby.

PAGE TWO

Visual: Pepper is outside. Two bicyclists approach.

1st GUY:

Hey, Pepper. Lookin' good!

2nd GUY:

Race you to the race track, dude.

PEPPER:

Count me in! But I'm taking a car! Where is a car anyway? Oh, there they are

Visual: Pepper turns and heads towards parking lot of the Information Center. There are a couple cars and a motorcycle and a bicycle.

END PAGE TWO

The Technical Column describes: Personalization per avatar, and Selecting vehicle options.

PAGE THREE

Visual: From out of nowhere, an ambulance, driven by the Brickster comes barreling into the frame, smashing into the vehicles sending bricks scattering all over.

Next visual: Citizens appear, running around in chaos. The ambulance takes off.

MISC. CHARACTERS:

- 1) The Brickster's Loose! The Brickster's Loose!**
- 2) Run! Hide! Get out of my way!**
- 3) HELP!**

Visual: The Brickster spins the ambulance around and comes back. The ambulance stops and he pokes his head out the window.

BRICKSTER:

I am the Brickster! The King of the Click. The Brick of the Brac. The This of the That.

Nick and Laura come barreling into the scene on their motorcycles.

LAURA:

You're a nuisance!

BRICKSTER:

Nonsense! Oh boy, we're gone have some fun now He He He He Ha Ha!

The Brickster takes off and a brick drops out of his truck. He screeches off, laughing.

END OF PAGE THREE

The Technical Column describes: The element of surprise, How, by traveling around town, trigger points are activated and new scenes or events begin. Surprise!.

PAGE FOUR

NICK:

That guy's head is screwed on wrong. We've got to stop him. He's taking apart the town. Here, kid...take your skateboard and follow him!

Visual: Tosses skateboard to Pepper. People are still in a panic running around in circles. (As many as compositionally effective.)

LAURA:

And I'll get that brick for evidence. We're a team now that you're here.

Visual: Laura goes and grabs the brick that was tossed from the Brickster's truck and puts it on her bike then races off.

NICK:

O.K. Here's what you do. Grab everything and anything he drops or throws and follow him where ever he goes. 10:4 over and out!

Visual: Nick takes off and the Infomaniac appears.

INFOMANIAC:

Go get 'em, friend and if you need me, look for the 'i' in the circle.

END OF PAGE FOUR

The Technical Column describes: Skateboard selection and navigation, Selecting the 'i' in a circle to return to the Information Center, Catching the bricks tossed by the Brickster.

PAGE FIVE

Visual: Pepper, on his skateboard, begins a high speed chase; jumping ramps and dramatically swerving by obstacles like dogs, cats, vehicles and stuff. Mama Brickolini and Papa Brickolini come out of the Pizzeria to cheer Pepper on.

MAMA:

Pepper, Be careful!

PAPA:

Pepper, I'll make you free pizzas for a week, if you can the catch Brickster!

Visual: The chase continues. (Add dramatic and foreshortened perspectives.) The Brickster tosses a brick at Pepper to try and knock him off his board. Pepper catches it. Laura turns the corner on her bike and races towards Pepper.

BRICKSTER:

Ha! You can catch a brick but you can't catch me.

He speeds off

LAURA:

Good job, mister. I'll take this brick and have it analyzed by the crime lab. Don't lose him!

Visual: Laura takes the brick and races off just as the Brickster shows up on the other side of panel. Dramatic chase continues jumping over stuff and grabbing another brick. Nick shows up and picks it up for you.

NICK:

Way to go! We found out that these are the bricks to the Helicopter and we now have a plan to capture him. Since you're the best builder around, we need you to rebuild the Helicopter. I'll meet you at the launch pad. 10:4.

END OF PAGE FIVE

The Technical Column describes: How to maneuver skateboard, and the Importance of listening to instructions.

PAGE SIX

Visual: Pepper arrives on his skateboard in front of the Police Station. Captain D. ROM greets him.

C.D. ROM:

Attention! Oh, it's you, the skateboarding hero I've heard about. Duty calls again, friend. We need you to rebuild our chopper. It's through those doors over there. Good Luck!

He points.

PEPPER:

Thanks!

Visual: Interior build GUI scene at police station. Bill Ding greets you.

BILL DING

Oh good! It's you. You know how to do this better than most so I'll get out of your way.

Visual: Panel of quick build of the Helicopter with motion blur.

BILL DING

Whoa! Record time! O.K.. pal...get aboard.

Visual: View of the dash board. The view is first person perspective looking through the windshield.

The Helicopter now drops through a tunnel/ elevator.

END OF PAGE SIX

Technical Column describes: Entering buildings, Helicopter Build GUI, Boarding the Helicopter.

PAGE SEVEN

Visual: Outside at the launch pad with Nick, Laura, Mama, Papa and the Infomaniac.

INFOMANIAC:

Brilliant work and just in time. O.K. here's the plan; use the Pizza Turbo Chucker and toss pizzas at the Brickster. It will slow him down.

NICK:

And toss donuts at me and Laura. It'll speed us up.

Mama:

And be careful!

Visual: The Helicopter takes off. Everyone waves.

Next visual: View is now from inside the Helicopter. The dashboard can be seen, while below Nick and Laura chasing the Brickster.

PEPPER:

Fire pizzas at the Brickster and donuts at Nick and Laura. O.K.

Visual: Helicopter is flying about shooting pizzas and donuts down below. Show view from Nick's perspective, from Pepper's perspective and from the third person perspective.

PEPPER:

He shoots! He scores!

NICK:

Good shot!

LAURA:

More donuts our way, Pepper.

END OF PAGE SEVEN

Technical Column describes: How to fly the Helicopter, How to shoot pizzas and donuts.

PAGE EIGHT

View of Brickster stopping to eat pizza with Nick and Laura closing in.

BRICKSTER:

Yum! Anchovy! The only thing I'll ever stop for!

Visual: Nick and Laura close in on the Brickster and corner him.

NICK:

Mission complete! Bring the 'Copter down and let's party, dude!

*Visual: The Helicopter starts to descend to the landing pad.
Next view: Outside the Helicopter, a crowd cheers.*

PEPPER:

Uh-oh, I better get home and clean my room. I'll be back later.

*Visual: Pepper touches a sign that has the 'i' in a circle icon
Next visual: Information Center lobby. The Infomaniac greets Pepper.*

INFOMANIAC:

Your Mom called again. I suppose its time to get back home and clean your room. We'll have a party when you come back

Visual: Pepper opens the exit program door.

TEXT:

The end... for now.

END OF PAGE EIGHT / END OF STORY 2

Technical Column describes: How capture works , How to land the Helicopter, and How to exit the program.

1 Page of Coupons

inserted here

Coupons for savings on LEGO products, savings on MINDSCAPE Products and subscription forms for the LEGOMania magazine

COMIC MANUAL

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Story Three of Three Stories

(backstory)

The History of LEGO Island

In this section, the Technical Column is reserved for LEGO history (the beginnings from wooden bricks to plastic and now to multimedia). LEGO facts, e.g. a 2x2 brick

can be combined 24 ways or there are 1720 different bricks and multimedia production facts

PAGE ONE

Visual: Overhead view of an opened box filled with LEGO bricks (small panel).

INTRODUCTION PANEL TEXT:

About 40 zillion years ago, the first kid got the first toy.

Visual: The Infomaniac's head pops into the foreground and the box of LEGO bricks in the background is rotated ever so slightly so as to reveal the LEGO side panel with logo.

INFOMANIAC:

And I was that first kid and this was that first toy. LEGO was the toy maker's word for 'good play' and believe you me, it was...I mean is.

Visual: A LEGO ship on the sea. Dolphins are leaping about.

TEXT:

The first thing I built was a ship that took me about the Phanta-Sea where I had adventure after adventure.

Visual: A sepia-toned old time map of the ocean with a compass and a dotted course marked on the map.

TEXT:

When I got hungry, I built the Soup and Sandwich Islands and a chain of Islands that I called Key Lime. Great pie! Soon I wanted a home and friends to play with so...

Visual: LEGO Island with no buildings

TEXT:

... I built LEGO Island. Then I built horses and dragons and I got pretty good at building so I decided that it was time to make a friend.

Visual: The Brickster and the Infomaniac shake claws.

INFOMANIAC:

Since you're good at building too, I'll call you The Brickster.

BRICKSTER:

And since you know a lot, I'll call you The Infomaniac.

TEXT:

We were the best of friends, until...

END OF PAGE ONE

The Technical Column describes: The history of LEGO.

PAGE TWO

Visual: Night time on the Island. In the background is a dragon.

TEXT:

...one night after a fine day of building and dragon fighting, I mentioned to the Brickster that I wanted to create a new friend for us to play with.

Visual: Close up of the Brickster.

BRICKSTER:

Create another friend, like you created me? HAH! I created me! I created YOU. I gave you your name!

Visual: Brickster stomps off and grabs a brick.

BRICKSTER:

I don't need you. I don't need any one. There's too many bricks here any way. I'll take this one, and this one, and this one. They're all mine anyway.

Visual: Pirate ship with an Island in the background.

TEXT:

The Brickster built his own Island and called it OGEL Island. Eventually he built his own friends: Fright Knights, Pirates, Head Hunters, Bandits and the like. Occasionally, they return to LEGO Island to steal bricks or create chaos.

Visual (3 small panels of Island): Castle being built, Western town being built, Modern building going up.

TEXT:

But meanwhile and over the years, LEGO Island grew and grew. That's quite a story in itself.

END OF PAGE TWO

The Technical Column describes : How and where LEGO bricks are made

PAGE THREE

Visual: The Infomaniac is holding a photo scrap book. (Image from waist up, the scrap book is breaking the circular frame). The book contains photos which show different characters: knights, cowboys, etc.

INFOMANIAC:

I have had so many wonderful friends on LEGO Island. Well, friends like you. Of course, there have been some friend who weren't so wonderful, like the Brickster and his friends.

Visual: Portrait photos of characters

Character 1 Label:

Captain Click

The notorious and nefarious captain of the pirates. His son Mouse was left on LEGO Island to guard the buried treasure, but Mouse decided to stay and become a friend of LEGO Island. Mouse later became Professor Click and one of my best friends. He is the distant relative of Dr. Clickitt, LEGO Island's most respected physician.

Character 2 Label:

The Roni family: Mac and Raisa

Brave explorers, the Ronis traveled far and wide on their sailboat, *The Gustatory Delight*, collecting gourmet foods, like strange cheeses and wacky sauces. Eventually they settled on LEGO Island and had a fine large family.

Character 3 Label:

Rootin' Tootin' Roni

One of the many sons of Mac and Raisa, he was a real cowboy and a very early founder of frontier LEGO Island.

Character 4 label:

Bologna Roni

Another son of Mac and Raisa, he was either the strongest, bravest explorer that ever lived or he was one great story teller. No one really knows what happened to Bologna but he left his son, Pepper behind. Pepper was adopted by Mama and Papa Brickolini.

END OF PAGE THREE

The Technical Column describes: The the steps required in making the C.D. product. The technical column on page 4 continues with this information.

PAGE FOUR

Character 5 Label:

Brickolini Family

Papa Brickolini's Papa invented pizza or, at least, made it in such a way that it was like you were tasting pizza for the first time. Today's Papa has perfected the art of pizza with Mama. It is said that Mama's ancestors invented music, which could be true, since Mama play piano so well. Rumor has it, that before Mama married Papa her name was Clickoff, which is the Royal House of Buildovia. Mama and Papa are the proud adoptive parents of Pepper, the Island's skateboarding champion.

Character 6 Label:

The Nubbins Family

The Island's wealthiest family and are one of the earliest Island settlers. They built the first ranch for horses, dogs, cats and birds. In the early days of LEGO Island, everyone rode a horse from the Nubbin's Ranch. Today, their great granddaughter, Nancy Nubbins, is the co-owner and ace mechanic at the popular Octan gas station; the only station in town.

Character 7 Label:

Crowd Photo

This is a photo of one of the first LEGO Island picnics with Gideon Worse, Red Greenbase, Plastic Pete, Studs Linkin, Rhoda Hogg, Valerie Stubbins, Maggie Post, and Brian Shrimp with his surfer pals, Poly Gone, Shiny Doris, and Nubby Stevens. There's the Funbergs, and so many more that I haven't enough room to list them all.

Visual: The Infomaniac.

INFOMANIAC:

See you on the Island!

END OF PAGE FOUR and THE END OF THIS STORY

The Technical Column is the continuation of the column on page 3 .

1 Page of Misc. and Advertisements

inserted here

Help info/ phone #

Addresses

Ads for LEGO and Mindscape products

Pre-order forms for "Beneath the LEGO Phanta-Sea

Credits (if appropriate) and copyright info.

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