



To: Kathleen Enright-Salvia
From: Multimedia Consulting
Re: Adventures on LEGO Island scripts
Date: November 18, 1996

Enclosed are the scripts for Nancy Nubbins (the character you are playing). We've extracted just the sections that contain Nancy's lines and highlighted them. We will also probably have you speak for one or two additional minor character parts, but we have not decided which ones these will be yet. We will provide those scripts in studio.

Your voiceover session is scheduled for Friday 11/22 at 11:30 am at Russian Hill Studios. It should take approximately two hours.

If you have any questions, concerns, or if you need anything, please give [REDACTED] or [REDACTED] a call at [REDACTED]

Thank you.

Character Jingle singer Type c) Monologue Location Non-specific File SNs004Js.txt

Prompt:

third line of jingle...

Jingle singer: "That's why we call on the super store because it really likes to show you hats."

Character Jingle singer Type l) ending Location Non-specific File SNs76xJs.txt

Prompt:

The Brickster has just been captured. The townspeople shout together...

Jingle singer: "Hooray..(chanting) Pepper! Pepper!"

Character Jingle singer Type l) ending Location Non-specific File SNs77xJs.txt

Prompt:

The Brickster has just been captured. The townspeople shout together...

Jingle singer: "The Brickster is caught! The Brickster is caught!"

Character **Jingle singer** Type c) Monologue Location Non-specific File SNs001Js.txt

Prompt:

Jingle heard on radio...
Jingle singer: "In your home or in your car - you are never really far from L.E.G.O. radio..."

Character **Jingle singer** Type c) Monologue Location Non-specific File SNs002Js.txt

Prompt:

Jingle heard on radio...
Jingle singer: "Your head is not the same without a hat (*chorus: haaat.*)"

Character **Jingle singer** Type c) Monologue Location Non-specific File SNs003Js.txt

Prompt:

second line of jingle...
Jingle singer: "Life is very cold without a hat (*chorus: haaat*)"

Character **Glen Funberg** Type **l) ending** Location **Non-specific** File **SNs76xGn.txt**

Prompt:

The Brickster has just been captured. The townspeople shout together...

Glen Funberg: "Hooray..(chanting) Pepper! Pepper!"

Character **Dorothy** Type **l) ending** Location **Non-specific** File **SNs77xDf.txt**

Prompt:

The Brickster has just been captured. The townspeople shout together...

Dorothy Funberg: "The Brickster is caught! The Brickster is caught!"

Character **Glen Funberg** Type **l) ending** Location **Non-specific** File **SNs77xGn.txt**

Prompt:

The Brickster has just been captured. The townspeople shout together...

Glen Funberg: "The Brickster is caught! The Brickster is caught!"

Character Dorothy Type g) Tow Truck Mission Location Race Track File WRt076Df.txt

Prompt:

Dorothy and Glen Funberg in a regular car pattering around on the Race Track:

Dorothy Funberg: "Didn't you see the red car coming?"

Character Glen Funberg Type g) Tow Truck Mission Location Race Track File WRt077Gn.txt

Prompt:

Glen responds...

Glen Funberg: "I thought he would get out of the way."

Character Dorothy Type l) ending Location Non-specific File SNs76xDf.txt

Prompt:

The Brickster has just been captured. The townspeople shout together...

Dorothy Funberg: "Hooray..(chanting) Pepper! Pepper!"

Character **Glen Funberg** Type **d) Foreground** Location **Race Track** File **FRt138Gn.txt**

Prompt:

Glen responds...

Glen Funberg: "Why do we have to visit your mother anyway?"

Character **Dorothy** Type **d) Foreground** Location **Race Track** File **FRt139Df.txt**

Prompt:

(third time) Glen and Dorothy Funberg are driving a regular car on the Race Track...

Dorothy Funberg: "You're just going around in circles!"

Character **Glen Funberg** Type **d) Foreground** Location **Race Track** File **FRt140Gn.txt**

Prompt:

Glen responds...

Glen Funberg: "Actually, I think we can win this thing!"

Character Dorothy Type d) Foreground Location Race Track File FRt135Df.txt

Prompt:

Glen and Dorothy Funberg are driving a regular car on the Race Track...
Dorothy Funberg: "Face it. You're lost."

Character Glen Funberg Type d) Foreground Location Race Track File FRt136Gn.txt

Prompt:

Glen responds...
Glen Funberg: "I know there is an exit around here somewhere."

Character Dorothy Type d) Foreground Location Race Track File FRt137Df.txt

Prompt:

(second time) Glen and Dorothy Funberg are driving a regular car on the Race Track...
Dorothy Funberg: "Why don't you pull over and ask for directions?"

Monologues

BUCK POUNDS (banker)

- 1) "Hello. If you're counting on banking today, you've miscalculated. We're closed for remodeling....Infact, go ahead click on the bank..."
- 2)" Oh, hello. I was just busy adding up how many people I've seen today. Counting you that makes 20"
- 3) " hahahaha...I'm just laughing all the way to the bank... I wanted to see what the big deal of that was...Hahahahaha...eh, that wasn't as much fun as I thought it would be.

NANCY NUBBINS (mechanic)

- 1) Well, hey good buddy.. you want to try your claw at building a dune buggy...Check it out at the gas station.
- 2) How you'all doin? Me? I'm about to pop a brick, I'm so proud of myself. Built a snappy automobile: red, yellow and black. It's cool
- 3) Great Bumpy Bricks! Is it a beautiful day or what?...come to think of it, it always is.

NUBBY STEVENS (mechanic)

- 1) Do you ever wonder why we don't have any elbows...and even if we did what would we use them for..what's an elbow anyway? I've never seen one...and why are we all yellow?
- 2) I just don't know why more of us don't ride bicycles. It sure would make my life easier...wouldn't have to pump gas all day long...I'd probably have to do something else though.
- 3) I wonder if a red car is faster than a blue car..hmmmmmm...I wonder if the colors run, does it make it faster?...or if the colors clash will the car crash..or...

SNAP LOCKITT (jetski champ)

- 1) When you're ready to race- pull up next to the buoy over there...and I'll show what racin' is all about...(yells out a whoop and takes off on ski..yells out..) Keep the buoys in sight and follow me!
- 2) North side of the island has got a pretty twisted course to follow.. Guarantee I can smoke you though! Tear it up!
- 3) Near the Western shores there was a shark spotting. It was spotting a dog.(laugh) he wanted to have a dalmation (laugh)..get it? o.k., o.k. so it's not that funny...neither are the sharks, man.. I'd be careful if you plan on going there! The sharks will scarf you down like a small salad, man...
- 4) When the horn goes...we go...keep the buoys to your right...that's the course to follow if you plan on winning this moto.
- 5) Heads up!and glue your boat to the water! (whoops!)

NANCY NUBBINS (~~over Radio~~)²

- 1) well, he better not run into me that's for sure...I'll put his head on backwards, I'll put his arms where his legs should, I'll...Hey, this isn't right... I'm getting angry!
- 2) Poor ol' Nubby's worrying about his gas station sinking. Can't blame him- but we gotta keep it together, Pepper. Won't help none of us losing our heads now...
- 3) That Brickster's one bad dude alright but just between you and me I think he's kind-a cute...oh, sure his head may not be screwed on right but still...he's kind a cute.

C.D. ROM

- 1) situation red...situation red...we have a situation here and it isn't very pretty. keep it moving...
- 2) attention all town's people...The brickster is loose..close your doors but keep your eyes open...the brickster is loose.
- 3) Attention citizens! The power brick has been stolen. You will experience a temporary loss of power..we are experiencing technical difficulties.

RETURN AND ENTER

- 1) R: oh no..The power brick is gone! we're losing power!
E: we'll fix it shortly.
R: shortly? I hope we can resolve it as the same size we are now.
E: are you making fun of my size?
R: I'm the same size as you...
E: ah- you know we're either getting taller or the buildings are getting smaller
R: we'll discuss that shortly but first...the brickster must be stopped.
- 2) (ala chicken little/ running into each other and bumping heads)
R&E: THE BRICKSTER'S LOOSE!
THE BRICKSTER'S LOOSE!

DR. CLICKITT

- 1) Oh my, this won't do. oh no, not at all. This is dreadful. Simply dreadful!
- 2) Cancel all appointments until further notice...
- 3) Let me write out a prescription here for the Brickster's capture

NANCY NUBBINS (over helicopter radio)

1) Little Brickeroo here. I wish I was up there with ya, good buddy. Looks like your having a brick-clicking good time.

2) Hey, it's the Little Brickeroo here. Bet ya got a great view from up there. The whole island must look like a 2 by 2 brick to you.

3) Say Pepper, this is the Little Brickeroo. You're looking good little buddy. You're on that Brickster like a parrot on a sesame seed pizza.

VALERIE STUBBINS

1) Valerie Stubbins here. Extreme! Take it to the limit.

MAGGIE POST

1) Maggie Post here, dearie. Mind where you're tossing those pizzas. We don't want to soil the streets with pizza sauce, do we?

DR. CLICKETT

1) Doc Clickett here. Say Salty, uh no that's not right -- something to do with pizza. Uh Crusty... no, no, Bart? Oh never mind. Just remember, if you're stressing out, just take a deep breath and count to ten bricks.

RETURN AND ENTER

ENTER: Is this thing working? Say, Return, I don't think it's working.

RETURN: Of course not Enter, you have to push this button ...

(static:chchchchc)

STUDS LINKIN

1) Yo! Pepper. Studs here... betcha I kood beat cha any day up dere

E.MAIL

1) Ed Mail here. I hope you don't expect me to deliver your mail up there now?

I mean I would. But if you keep moving around like that it just makes it difficult that's all...(off mike) What? what..oh,o.k. (back on mike) wll. the Infomaniac just told me that you wouldn't be getting mail up there. Sorry for the interruption, Pepper

BUCK POUNDS

1) Pepper. Buck Pounds here. You know, The banker...Hi, Pepper...Now by my calculations, you'll amortize that helicopter over a five year period.

SNAP LOCKITT

1) Hey Pepper. It's Snap Lockitt here. Can you hurry up? I'm getting dry rot down here.

When capture occurs

Nick

- 1) Situation now definitely under control...Pepper, you did it!
- 2) Mission accomplished...We'll bring this blockhead back where he belongs and it's party time!
- 3) A-o.k. we did it! We're coming home. 10:4 over and out!

Laura

- 1) Attention LEGO Island Citizens...The Brickster has been captured.. I repeat: The Brickster has been captured.
- 2) Mission is a success... Thanks to a certain skateboardin' correction: make that helicopter flying here... way to go Pepper.
- 3) WE did it! the brickster is caught...repeat: the brickster is caught!

All towns people (everyone read these lines)

- 1) Hooray.. (chanting:) Pepper! Pepper!
- 2) The Brickster is caught! The Brickster is caught!

LOCATION INTRODUCTIONS:

Introduction One

The Gas Station

EXT - GAS STATION - outside door

NANCY

**Well hey, darlin. What brings you by Nubby's?
I'll bet you wanted to see one of the seven wonders of
LEGO Island...(slight laugh) well, that's us alright...
We're open 24 hours a day, 7 days a week and
for some reason...I never get tired...hmm**

Nancy rolls a tire across the screen

Course I am a nervous wrench.

She pulls out a wrench and drops it.

**say, If you're here to build a car
go on inside and its the next door
on the right. If you're not, go on in any
way Nubby'll be just drilled to see you.**

She pulls out a drill.

SFX: Drill

**Sorry, bout the puns. I'm auditioning
for the LEGO Island talent show.**

NANCY (after build)

**Well, aint she a beaut...Click on the car if you want to
get in and drive safe now.**

1) to Laura: first time

Hiya Laura. You look terrific. Have you lost a few bricks? I'm just takin a break. It seems like everybody needs something fixed today.

(2nd Entry)

Oh it's you! I feel much safer now. I can't get over the feeling that somebody's watching me.

(subsequent entries)

Here's my heart... uh hat., trucks outside. Drive carefully!

Part 1 A: First time for all:

SFX: CRACKLING INAUDIBLE CB STYLE GIBBERISH

Nancy goes to the walkee talkie.

NANCY

This is Little Brickerooo over.

SFX: CRACKLING INAUDIBLE CB STYLE GIBBERISH

NANCY

At the track? Tell me more good buddy.

SFX: CRACKLING INAUDIBLE CB STYLE GIBBERISH

NANCY

That's a 10-4.

(Turns and looks at Nubby)

Nubby honey, someone's got to get over to the track right away. There's a rush job and you know those track people they want everything fast.

NUBBY

Nancy, I can't go. I've got two cars on the blocks already. (turns to player) Could you do it? I would really appreciate it and like I always say, "You scratch my block and I'll scratch yours." If you can do it just pick up that tow truck hat so they'll know you're workin with me.

2) Acceptance of Mission

(If the player clicks on hat)

NUBBY

Thanks! Trucks ready. It's out in front.

We see light blinking at track

SFX: beep beep beep.

I wonder why it does that?

(If the player declines the mission)

NUBBY

**You can't help me out huh it's okay.
Not a problem I'll do it my self.
Hope your car never breaks down.
But you go ahead you have more
important things to do. I understand.**

Instruction

INT: TOW TRUCK -DAY

NUBBY (On Radio)

Thanks again. You've really pulled my brick out of the fire. When you get to the race track pull into the parking lot, get out of the truck and open the gate. A couple of the mechanics will take the truck down to the track and load the car up for you. You're doin just fine.

4) Other Radio During Drive (Randomly Generated)

NANCY

This is Little Brickerooo. Do you copy?

a) to Pepper

Pepper honey? Word on the street is your handling that truck like it was your skateboard hope we don't have to send a tow truck for you.

b) to pepper

Pepper listen what ever you do don't touch the ...

SFX: STATIC

Did you get that don't touch the ...

SFX: STATIC

a) to Mama

Mama can you hear me? I hope you're not playing the piano in there.. plinking and driving don't mix...

b)

I just got a call from a good buddy of mine says you just went past him faster than a starving man wolfs a pepperoni special.

a) To Nick

It's a good thing you're a cop honey. Because I hear your driving so fast you'd have to give yourself a ticket.

b)

Keep it together hon. You're not on the race track yet

a) to Papa

Papa can you hear me? Papa can you hear me?

(b)

Papa if you drove half as well and you dance you'd still stink.

a) to Laura

Hey there Laura. Just spoke to your brother Nick. He's heading over to the track just as soon as he gets the shark out of the sink at Mr. Post's house.
That's a 10-4.

(b)

Just checking in to tell you you're doing a great job. And the best part is you look exactly like me.

5) The Drive

The drive is a combination maze/obstacle course containing the following.

If the player goes for the most direct route (makes a right):

Location	Animation	Dialogue
	A dog is running after a lego car. the car is swerving trying to avoid the dog. the dog is biting the tires. Bricks are falling off the car. You have to time your swerve to get around it.	SFX: Dog Barking Tire Squealing
	A lego gardener (Maggie Post) is by the side of the road and is pulling up flowers there is a whole pile of already pulled flowers on the road. They are slippery like a banana peel so the car must swerve to avoid it.	
	E.Mail is crossing the road over and over.	

6) At The Track

When the player gets to the parking lot he/she gets out of the car and clicks on the gate. Two Mechanics come over and open the gate.

If the player does not get out of the car in ten seconds the radio comes on.

NANCY

Glad you made it. Get out of the car and open the gate.

Once the gate is open The Mechanics come over.

The Mechanics speak as if their voices were cars driving by. A rrrrrroooarr. Kind of effect. They're heads move as if following some imaginary car.

Once the gate is open 2 Mechanics come over....**1: Bumpy Kindergreen**
2: Jack Trades

M1

We've been waiting for you.

M2

Now there's something to do.

NANCY
(on radio)

**The folks at the track say you have everything
under control see you at the garage.**

radio broadcast picks up (see monologues) until your arrival.