

# ISLAND XTREME STUNTS



## **Warning: To Owners of Projection Televisions**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

### **Epilepsy Warning**

**Please read before using this game or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

### **Precautions to Take During Use**

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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# INTRODUCTION

LEGO® Studios has arrived on LEGO Island to film their latest action blockbuster, "Xtreme Stunts". It's a movie that's destined for nominations by the LEGO Academy of Film and Television Arts, but the Director really wants Pepper involved in the filming of the movie and before he knows it, Pepper is the leading stuntman!

Pepper's co-star, however, is the mischievous scallywag, the Brickster. Everyone on the island is positive that he has turned over a new leaf, but Pepper knows better. Convinced that he is a much better stuntman than Pepper, the Brickster will stop at nothing to beat him and receive the prestigious Platinum Star award!

To make his big break into show business, Pepper must perform daring stunts for the movie while keeping an eye on the Brickster and his sneaky tricks.

Help Pepper get through his stunts, defeat the Brickster, and restore some sanity to the movie-making industry!

# INSTALLING THE GAME

Place the game CD in your PC's primary CD/DVD drive and follow the on-screen installation instructions.

**Note:** Please refer to the separate enclosed Install Guide for further information or in case of any difficulties with installation.

# STARTING THE GAME

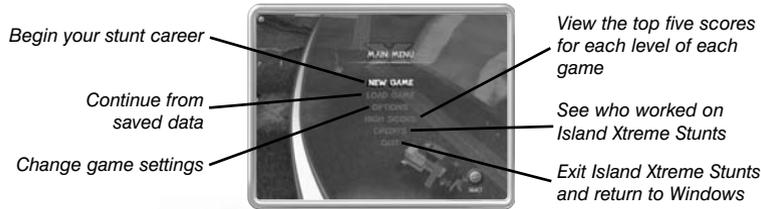
After you have installed *Island Xtreme Stunts*, you can start to play. You can begin the game from either the Start button or the short-cut icon on your Desktop, the load panel is then displayed:



After the LEGO Title Screen and *Island Xtreme Stunts* screen, the Island comes to life and you are taken on aerial tour. Press the SPACEBAR to continue.

# MAIN MENU

Use the UP and DOWN arrows or the mouse to choose the option you want.



- Highlight an option and left click or press ENTER to advance.

## New Game

This option starts a new game. You are taken to the initial publicity stunt for the film *Xtreme Stunts*, where you have to perform Pepper's first ever stunt.

## Load Game



This option loads a previously saved game and shows you the percentage of the game which was completed against each save game. You can load a saved game at any point during *Island Xtreme Stunts*, except during sub-games. Simply open the Pause Menu (see *Pause Menus* on p. 5) and select LOAD.

This will display a list of previously saved games. Select the file to load and press ENTER. You may now continue gameplay from the point at which you saved.

**Note:** Loading a saved game whilst playing *Island Xtreme Stunts* means you will lose your current game data. If you wish to return to the current game at a later date you must first save your game before loading another saved game.

## Options

The Options screen lets you customise your game. The options are:

### AUDIO VISUAL



Change the volume settings, Radio Mode and the way the game is displayed:

### SCREEN RES

Specify the screen resolution using the arrow keys to increase or decrease the resolution. The default is **640X480**

### DETAIL LEVEL

Change between **LOW** and **HIGH** detail

### VIEWING DISTANCE

Changes how far into the distance you can see.

### SPEECH VOLUME

A slider bar is used to increase and decrease the volume of the character voices.

### MUSIC VOLUME

A slider bar is used to increase and decrease the music volume.

### SFX VOLUME

A slider bar is used to increase and decrease the sound effects volume.

### RADIO MODE

You have a choice of music you'd like to hear whilst playing. Options are **AUTO SELECT**, **COUNTRY**, **EASY**, **ROCK**, **SOUL** and **POP**.

## CONTROLS

Here you can change the keys used on your PC keyboard to play *Island Xtreme Stunts*. Simply select the Control you wish to remap, press ENTER then press another key and press ENTER again to confirm the change. You can reset all keys to their original state at any time by choosing RESTORE DEFAULT.

## SUBTITLES ON/OFF

This options switches the subtitles **ON** and **OFF**.

## RESTORE DEFAULT

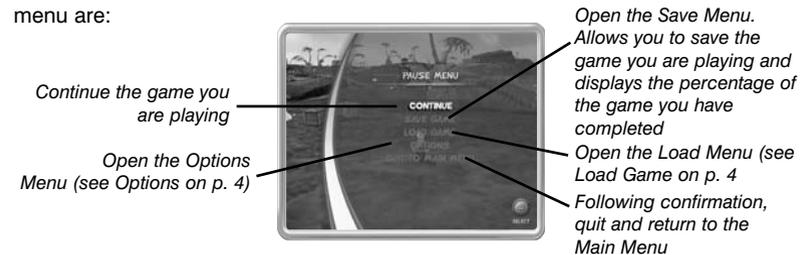
Restores all the options to their default settings.

# PAUSE MENUS

At any time during a game you can view one of the Pause Menus. Press ESC to display the Pause Menu.

## Main Island Pause Menu

This menu allows you to save your progress in a game. The options on this menu are:



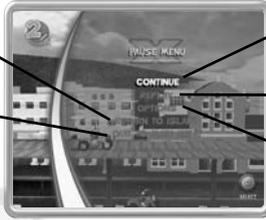
- Press ESC to return to the Main Island Pause Menu.
- Press ESC to return to the LEGO® Island adventure.

## Stunt Action Sub-Game Pause Menu

Whilst playing any one of the sub-games, press Esc to display the following Pause Menu:

Stop the sub-game and return to the Island

Stop the sub-game and following confirmation, return to the Main Menu without saving



Continue the game you are playing

Start the stunt action sub-game again

Adjust AUDIO VISUAL, CONTROLS and SUBTITLE options

- Press ESC to return to the game.

## PLAYING THE GAME

*Island Xtreme Stunts* centres around five Xtreme Stunt action film scenes. These sub-games are Freeway Frenzy, Motorbike Mayhem, Wave Catcher, Air Chase and Ripcord Rescue. When you first enter the game you will be taken straight to the first scene of Freeway Frenzy.

Having finished this scene you will then have the freedom of the Island and can either search out the entrances to other sub-games or discover all the activities the Island itself has to offer!

## Stunt Action Sub-Games

### Blue Room

At the beginning of each stunt action sub-game you find yourself in the 'blue room'. This is where you are shown the controls for the sub-game and the Director explains the objective of the game. Practice each of the controls for as long as you like and, when you think you're ready, press ENTER to continue.

### Game Results Screen



When you finish a sub-game you are shown a results screen. If you have not succeeded you will be told why and given the option to:

- REPLAY – restart the sub-game
- CONTINUE – return to the main Island



If you have won *and* gained a high score you can enter a three-letter name using the UP and DOWN arrows to change the letter and LEFT and RIGHT arrows to select which letter to change. Once you are satisfied with your choices, you can press ENTER to continue.



You can then Replay or Continue as described above.

### LAFTA Ceremony

If you successfully complete the game you are taken to the Blue Room after receiving your score. Here you will be awarded your Bronze, Silver or Gold LAFTA (depending on the level played) and the Director will treat you to a short clip of the scene Pepper has just starred in.

Function	Description	Control
Skip Line	Skips a line of text to the next one	ENTER
Skip to Rushes	Moves straight to the rush filmed during the sub-game	Double tap ENTER
Return to Island	Once the rush is being shown, returns to LEGO® Island	SPACEBAR

## Freeway Frenzy



Pepper pursues the Brickster in this high-speed car chase through the city streets, bumping into him to knock bricks off his car. Collect the various Power Ups littered around the course to help you. The Power Ups are displayed in the top right hand corner of the screen, above the health bar. During the race, Pepper's car can be repaired at the pit stop indicated by juggernaught signs and arrows on the side of the tracks.

### Freeway Frenzy Power Ups:



#### Turbo

Will boost Pepper's car to an Xtreme speed.



#### Damage

Doubles the amount of damage Pepper's car inflicts on the Brickster's car.



#### Steady

Stops the Brickster from changing lanes.



#### Horn

Scatters the other cars out of Pepper's way.



#### Random

Gives Pepper one of the other Power Ups chosen at random.

### Controls

Steer	LEFT or RIGHT arrows
Accelerate	Right SHIFT
Brake	Left CTRL
Use Power Up	ENTER
Toggle Camera Zoom	, (comma)

## Motorbike Mayhem



The Brickster makes his escape across a variety of courses on a motorbike and Pepper has to beat him to the finish line. You have to overcome obstacles and land safely whilst maintaining your speed. Make sure you reach the checkpoints before your time runs out and collect your time bonus to get to the next checkpoint.

When in the air, Pepper performs stunts using ENTER and arrow key combinations. Fill up your speed boost meter by maximising air time and landing safely.

Careful you don't fall off! If you do, you will lose valuable time and will have to restart nearby.

### Controls

Lean Forwards	RIGHT arrow
Lean Backwards/Wheelie	LEFT arrow
Accelerate	Right SHIFT
Brake	Right CTRL
Perform Stunt	Hold ENTER and press the arrow keys – different arrow key combinations perform different stunts

## Wave Catcher



The Brickster takes to the water in his fast speedboat and Pepper goes after him on his jet ski. To make it more difficult for Pepper, the Brickster's henchmen are also on the water hindering him. Pepper must beat the Brickster and all of his henchmen to the end of the race.

Follow the course arrows, pass through each checkpoint and make sure you remain on the track! Perform aerial stunts over the ramps to fill up your speed boost gauge.

## Controls

Steer	LEFT and RIGHT arrows
Lean Forwards	UP arrow
Lean Backwards	DOWN arrow and, when combined with LEFT and RIGHT arrows, helps Pepper turn faster
Accelerate	Right SHIFT
Perform Stunt	Hold ENTER and press the arrow keys – different arrow key combinations perform different stunts

## Air Chase



The Brickster has hijacked a plane and is trying to get away. Pepper stops the Brickster by bumping into his plane causing the bricks to fall off until the Brickster's plane can no longer fly.

Collect Power Ups by flying through the rings. These upgrade your plane to make it faster and more manoeuvrable. They also allow you to hold more fuel

which you'll need for charging the Brickster's plane.

Hold down the **boost** (ENTER) key to charge and release the boost when you need to conserve fuel or line up for a better charge.

The different types of power ups in Air Chase are:



### Engine

Increases the engine capacity of Pepper's plane allowing Pepper to carry more fuel.



### Fuel

The more fuel carried the longer Pepper can grind the Brickster's plane. Fuel is used up as you grind, but you can always collect more fuel and then start grinding again!



### Wing

Increases the manoeuvrability of Pepper's plane.

## Controls

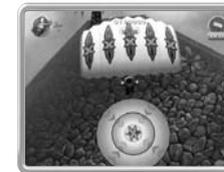
Steer	LEFT or RIGHT arrows
Dive	UP arrow
Climb	DOWN arrow
Charge	ENTER

## Ripcord Rescue

The Brickster has pushed the passengers out of the plane! Pepper has to use his skydiving skills to catch up with them all, giving them each a parachute so they can float safely to the ground. Line up with the rings to build up your stunt meter and earn the chance to pull off some spectacular stunts.

**Note:** The stunt bar will be emptied when Pepper misses a ring. You win by landing on the target for a super-smooth finish.

The Ripcord Rescue HUD appears like this whilst you are descending:



When you have rescued all the passengers, you have to land safely in the target ring.

## Controls

Steer	LEFT and RIGHT arrows
Fall Forwards	UP arrow
Fall Backwards	DOWN arrow
Perform Stunt	Hold down the ENTER key and press the flashing arrow keys in the displayed order to pull off the stunt
Open Parachute	ENTER when the parachute icon is displayed

## THE ISLAND

The game is set around all the different locations on LEGO® Island.

**SUB-QUESTS** When Pepper speaks to the Islanders some of them ask him to do various tasks. Accepting and completing these quests brings rewards and also new abilities such as driving licences.

**SKATEBOARDING** Pepper loves to skateboard! There are two skate parks on LEGO Island, not to mention many other areas where you can skate and pull off tricks.

**TOYING** Various LEGO objects around the Island can be 'Toyed', turning them into something else and allowing you to create your own look.

**PIZZAS** Throw pizzas at Island objects and Brickster-Bots!

VEHICLES	There are many vehicles on the Island that Pepper can use on the Land, Sea and in the Air – once he's earned his licences of course!
REWARDS/COLLECTABLES	Keep an eye out for all the LEGO® Island collectables including LAFTAs, Brickimal Bricks, Trading Cards and Evidence Photos (see <i>Collectables</i> on p. 15).

## Control System

Explore the Island even faster on your skateboard – and look cool at the same time!

### Controls

#### Camera Controls

The angle and view of the camera as Pepper drives, skates, flies or walks about LEGO Island can be changed:

Reset Camera	. (full stop)
First Person View	Hold down . (full stop)
Camera Zoom	, (comma)
Move Camera	Mouse or ? key and arrow keys

#### Pepper On Foot

Run	Arrow keys/Left Mouse button
Sneak	Tap the arrow keys
Jump	Right SHIFT/Right Mouse button
Talk/Interact/Skateboard	ENTER
Throw pizza	Right CTRL
Toying (changing an object into something else)	SPACEBAR

#### Pepper On His Skateboard

Start/Stop Skateboarding	ENTER
Accelerate	UP arrow
Brake/Stop	DOWN arrow
Steer	LEFT and RIGHT arrows
Jump	Right SHIFT (the longer you hold it down the higher you jump)
Grab Trick	Right CTRL and arrow keys while in the air
Spin Left	LEFT arrow while in the air
Spin Right	RIGHT arrow while in the air
Pause Menu	ESC
Open PDA	BACKSPACE

### Speaking to Other Islanders

Skip Sentence	ENTER
Skip Entire Conversation	Double tap ENTER
Select Response	LEFT and RIGHT arrows
OK Response	ENTER

### Pepper In Road & Water Transport

Accelerate	Right SHIFT
Brake/Reverse	Right CTRL
Steer	LEFT and RIGHT arrows
Exit Vehicle	ENTER
Horn (road)	SPACEBAR

### Pepper In Planes & Helicopters

Fast	Right SHIFT
Slow (Brake/Reverse in a Helicopter)	Right CTRL
Climb	DOWN arrow
Dive	UP arrow
Steer	LEFT and RIGHT arrows
Land	ENTER (When you are near a runway or landing platform a symbol will appear)

### Action Button Icons

The action button icons are displayed in the top, right-hand corner of the screen. These indicate that there is something nearby that Pepper can interact with and what that interaction is.

For example:



*Talk to the Minifigure named under the icon*

Icon	Name	Action
	Drive	Use the vehicle named under the icon.
	Check Notice Board	Near the Studio and outside the stunt action sub-games are notice boards that give Pepper vital information.
	Landing symbol	Indicates that you can land your Helicopter or Plane – appears near runways and Helipads.

## High Score

Select the sub game for which you wish to see the Hi-Scores.



- Press ESC to return to the Hi-Score Menu from the Hi-Score table.
- Press ESC again to return to the Main Menu.

## OTHER SUB-GAMES

There are three other sub-games, *Photo Fit*, *Trouble In Store* and *Xtreme Tower*. Neither Photo Fit or Trouble in Store are locked so you can play them at any time.

### Photo Fit



Nick Brick, the policeman, has some photos of someone, but they have been jumbled up and he can't tell who it is. You need to help Nick put the pieces together and find the culprit.

#### Controls

Move Piece Left	LEFT arrow
Move Piece Right	RIGHT arrow
Move Piece Up	UP arrow
Move Piece Down	DOWN arrow
Show Picture	ENTER

### Trouble In Store



Jack O'Trades and M P Post both need help organising their stores and you have to match the coloured boxes to the same coloured square floor tiles. You only have a limited amount of time in which to solve the puzzle.

#### Controls

Move Left	LEFT arrow
Move Right	RIGHT arrow
Move Up	UP arrow
Move Down	DOWN arrow

### Xtreme Tower

The Xtreme Tower sub-game is triggered once at least one level of each stunt action sub-game has been successfully completed. Pepper must follow the arrows using all the stuntman skills he's built up in the stunt action scenes until he reaches the top of the Xtreme Tower, taking on the Brickster in the final showdown.

## Collectables

### LAFTAs

LAFTAs are LEGO® Island's awards for excellence in acting from the 'LEGO Academy of Film and Television Arts'.



A certain number of LAFTAs are needed to enter the stunt action sub-games and they are awarded on completion of games.

Freeway Frenzy	0 LAFTAs required
Motorbike Mayhem	1 LAFTA required
Wave Catcher	3 LAFTAs required
Air Chase	5 LAFTAs required
Ripcord Rescue	10 LAFTAs required

Each of the movie sub-games has three levels – Bronze, Silver and Gold. Pepper is awarded an appropriate LAFTA on successful completion of each level. There are three LAFTAs available for each of the five movie sub-games, totalling 15. There are also an additional 2 LAFTAs hidden on LEGO Island, giving a grand total of 17.

**Note:** The 2 hidden LAFTAs do not contribute to the total required to unlock the stunt games.

Finish the game to win the 'Best Actor' Gold LAFTA and see Pepper in the finished film up on the big screen. Then make sure you collect all items to deserve the ultimate accolade – the Platinum LAFTA!

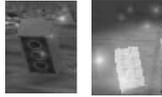
**Note:** You might need to pop into a stunt game "blue screen" room to get your award.

## Evidence Photos



Pepper stores photos of the Brickster causing mischief on the movie set in his PDA. A picture is created each time he helps Nick Brick to piece together the evidence in the Photo-Fit sub-game. There are 5 evidence pictures to collect.

## LEGO® Bricks



You can collect LEGO bricks on the island to build LEGO animals called Brickimals (see *Brickimals* on p. 18). There are two types of bricks; red standard bricks and Brickimal Hearts. The Brickimal Hearts will activate the building plan for a new Brickimal. You must then use your PDA (see *Pepper's PDA* below) to find out if you have enough red bricks to build it.

## Trading Cards



The Trading Cards are based on the LEGO Island characters, each featuring an image of the person and a short description on the reverse. Pepper is sometimes given these cards when he completes a sub-quest for an Islander but others are hidden around the Island.

## Sub Quests



Sub quests are tasks and favours that Pepper does for the Islanders in return for rewards.

## PEPPER'S PDA



Pepper carries his PDA with him wherever he goes and it contains information on his collections of Bricks, Brickimals and Trading Cards. It also contains other information, including how far into the game you are, the number of licences you have achieved, and so on.

## PDA Keys

Open PDA	BACKSPACE
Move	Arrow keys
Select	ENTER
Cancel/Back	ESC
Close Menu	ESC
Switch PDA Screens	Z or X

## Status Screen

The status screen is the default screen, and is displayed when the PDA is opened. This screen displays, at a glance, all of the important game information that is vital to you and consists of the following:



**1. Left Screen:** Shows which PDA screen will be opened when the left top screen button is selected. In this example, it is the Journal.

**2. Hi-Score Table:** This opens the Hi-Score table for all of the sub-games and their separate levels.

**3. Right Screen:** This shows which PDA screen will be opened when right top screen button is selected. In this case it is the Map.

**4. Licences:** This area shows which licences Pepper has earned and those he has still to gain.

**5. Sub-Games and LAFTAs:** This area shows all the sub-games – those that have already been played and those still to be played – on the top line and every LAFTA that Pepper has gained on the second line.

**6. Trading Cards:** This panel shows how many trading cards there are and how many have been collected so far. When you open the Trading Card screen it displays all the cards Pepper has found.

**7. Bottom Panel:** This section gives you more information on the selected PDA item.

**8. Brickimals:** This heart-shaped button opens the Brickimal screen which allows you to create Brickimals.

**9. Evidence:** This panel shows you how many pieces of evidence there are and how many have been collected

## Sub-Games/LAFTAs



In this panel an icon is displayed representing each of the five movie sub-games. Underneath each picture are three boxes which will be ticked each time you receive one of the three LAFTAs available for that game. Game icons are greyed out until they are unlocked.

Underneath this are the icons for the two LAFTAs hidden on the island and the icons representing the two final awards; the big gold LAFTA and the Platinum LAFTA.

## Licences



Pepper can earn a driving, water and air licence. He must earn the relevant licence before being able to pilot the relevant vehicle. Earn all three to have complete freedom of the Island!



## High Scores

The Hi Score panel is displayed when the Score Icon at the top of the PDA is selected.

**Left Screen:** Shows which PDA screen will be opened when the left screen is selected. In this case it is the Journal screen.

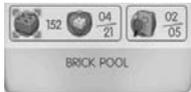
**Bottom Panel:** This section tells you which sub-game and which level's scores you are looking at.



**Right Screen:** Shows which PDA screen will be opened when the right screen is selected. In this case it is the Map.

**More Screens Arrow:** Cycle right and left to view more screens

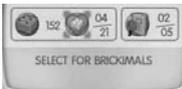
## Brickimals



There is an icon of a LEGO® brick which is labelled 'Brick Pool' and this represents the total amount of standard bricks you have collected so far.



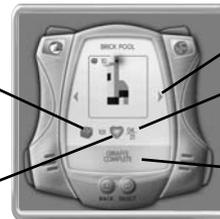
Next to this is an icon of a 'Brickimal Heart'. To 'activate' a Brickimal, you must collect a Brickimal Heart.



This will then be displayed in the PDA status screen.

If you select the Brickimal Heart icon and press ENTER you load the Brickimal creator. The PDA then displays the Brickimal creator in the Brick Pool.

**Bricks Needed:** This shows the number of bricks needed to create that particular Brickimal.



**More Screens:** Scroll right or left through the screens.

**Hearts Found:** This shows how many Brickimal Hearts have been found.

**Brick Pool:** This shows the number of bricks Pepper is currently carrying. Creating a Brickimal uses up bricks.

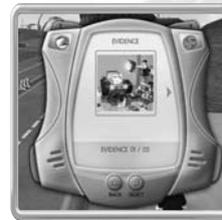
**Brickimal Status:** This shows the status of the displayed Brickimal.



The Brickimal can have the following status:

- Heart Needed – Pepper needs to find that Brickimal's Heart brick.
- Bricks Needed – Pepper has the Heart brick but has not found enough normal bricks to create that Brickimal.
- Select to Place – Pepper has collected all the parts required for the Brickimal – to place the Brickimal press ENTER.
- Complete – The Brickimal has been created and is now in one of the Brickimal pens back on the main Island.

## Evidence Book



There is an icon that represents Nick Brick's Evidence book and shows the number of pictures collected so far (see *Photo Fit Sub-Game* on p. 14).

## Trading Cards

There is an icon that represents the Trading Cards and shows the number collected so far. To view the Trading Cards, select the Trading Cards icon and press ENTER.

## Map



While on the status screen, press X to display the Map screen.

This is a map of LEGO® Island. On the Map you will see Pepper's current location. Use the arrow keys to move around the island map. Location names are displayed in the text box at the bottom of the screen as you pass over each location.

Press Z to return to the PDA status screen.

## Journal



While in the status screen, press Z to display the Journal screen.

The PDA Journal keeps a record of the different quests Pepper has been asked to do and registers whether or not they are completed.

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# ISLAND XTREME STUNTS

Collect the  
whole toy line!

6740



6738



6739



6736



6737



6734



6735

