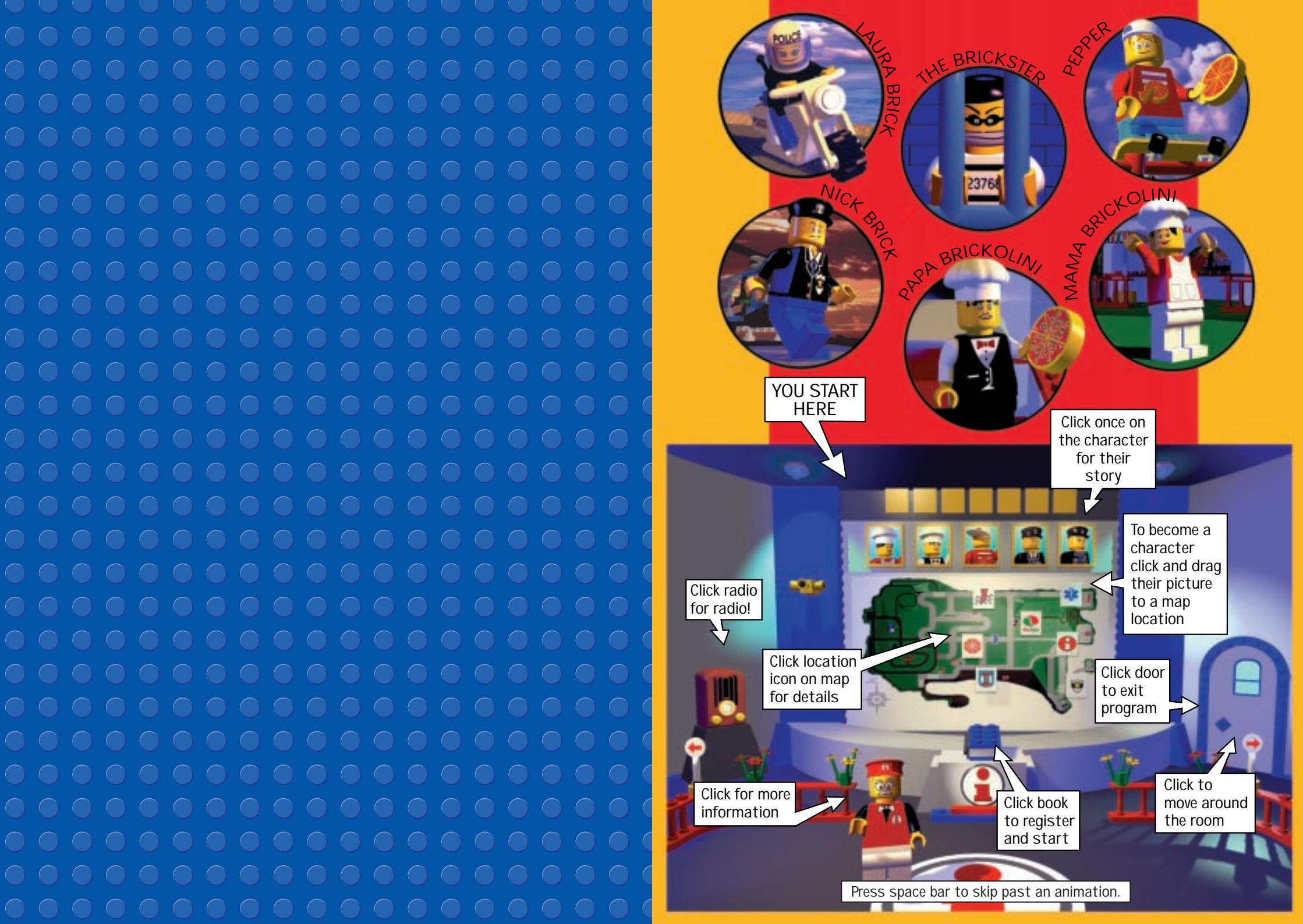




ISLAND



A Totally Wacky But Very Helpful Instruction Manual



YOU START
HERE

Click radio
for radio!

Click location
icon on map
for details

Click for more
information

Click book
to register
and start

Click once on
the character
for their
story

To become a
character
click and drag
their picture
to a map location

Click door
to exit
program

Click to
move around
the room

Press space bar to skip past an animation.

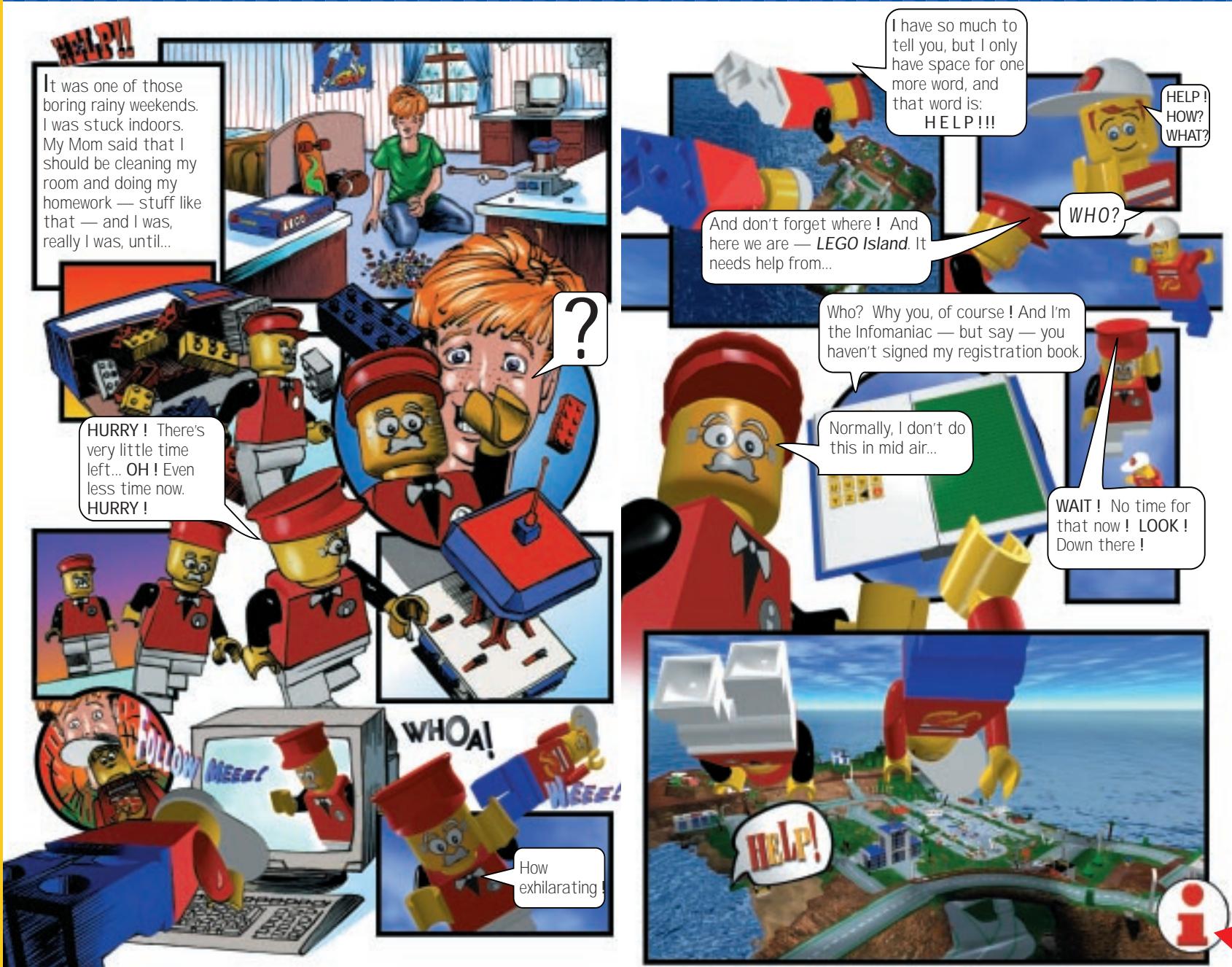
LET 'ER RIP!

LEGO® Island is crammed with 3D action — quite a workout for a PC, you know. To run it, you need a 16 megabyte Pentium® rated at 120 Mhz or better, running Windows® 95. You need 20 megabytes of free hard disk space and a sound card to hear what people are saying — and believe me, they have a lot to say. Good speakers bring out the best in the music. And if you have a new-fangled 3D accelerator, even better. So polish up your mouse and let's get clicking!



Just slide the CD-ROM in the slot (on some computers you have to put the CD-ROM into a plastic doohickey called a caddie). In a few seconds the startup screen pops up.

NOTE: You might want to check out Configure, also found in the Programs Menu. It will give you options to tweak your video performance.



HOW DO YOU DO?

I'm the Infomaniac. Did I already tell you that? I know everything about LEGO® Island. Well, almost everything. After all, I built this place myself, about a zillion years ago.



If you click on me — and if I'm not too busy — I'll tell you all you need to know. Click on me again. I certainly have a lot to say, don't I?

I live in the Information Centre and, by amazing coincidence, that's where your adventures begin. First, you need to sign the Registration Book. Then click on me to find out how to Start and Quit the game. This is also where you Choose who you want to be by clicking and dragging a character. I don't tell this to everyone, but the best way to feel at home here is just to click around.

Keep an eye out for this symbol. If you click it, you'll pop back to the Information Centre.



EVERYWHERE YOU GO...

...something else happens. Even though I built this entire island (well, I had a little help), I can never predict what's going to happen next. There's a surprise around every corner. Lots of people (maybe more, I can never keep track) live on LEGO® Island. They're all somewhat wacky, but I like them. They keep me laughing.

GO!

Once you're outside, it's easy to move around the Island. Press the left mouse button (don't let up!) while pushing the mouse away from you. Computer types call that "dragging the mouse." See that? The cursor goes up the screen, and you move forward. The higher the cursor, the faster you go. Now pull the mouse toward you. The cursor goes down the screen and you start to go backwards.

Drag left to go left. Drag right and... well, you get the idea. If your finger gets tired, you can hit the shift key — then you don't need to press the mouse button while you drive around! And as if that isn't enough, you can use the arrow keys too!



TO BUILD OR NOT TO BUILD...

To build a dune buggy, head out for Nubby's Octan station. Click on the door to enter the garage, and then click on the inner door. You'll see a bunch of car parts in a rack, and a flashing red brick on the floor. Click on a part. Choose one that looks like the flashing brick and drag it down. Wrong one? Oops! Try the gas pump hose. Aha! The parts move! Maybe now you can find the right piece. Drag it into place. Don't forget to hold down the mouse button.

When you pick a part, you can Colour it — use those coloured paints on the right. Some pieces can have Decals — you'll know which ones, because the decal book opens up. You can Rotate the model around, too. Use the wrench on the right. When you're done, click on the triangular sign to Exit. You now have a totally custom buggy!



All the building areas in town operate just like this one, but they each look a little different. Try them out!

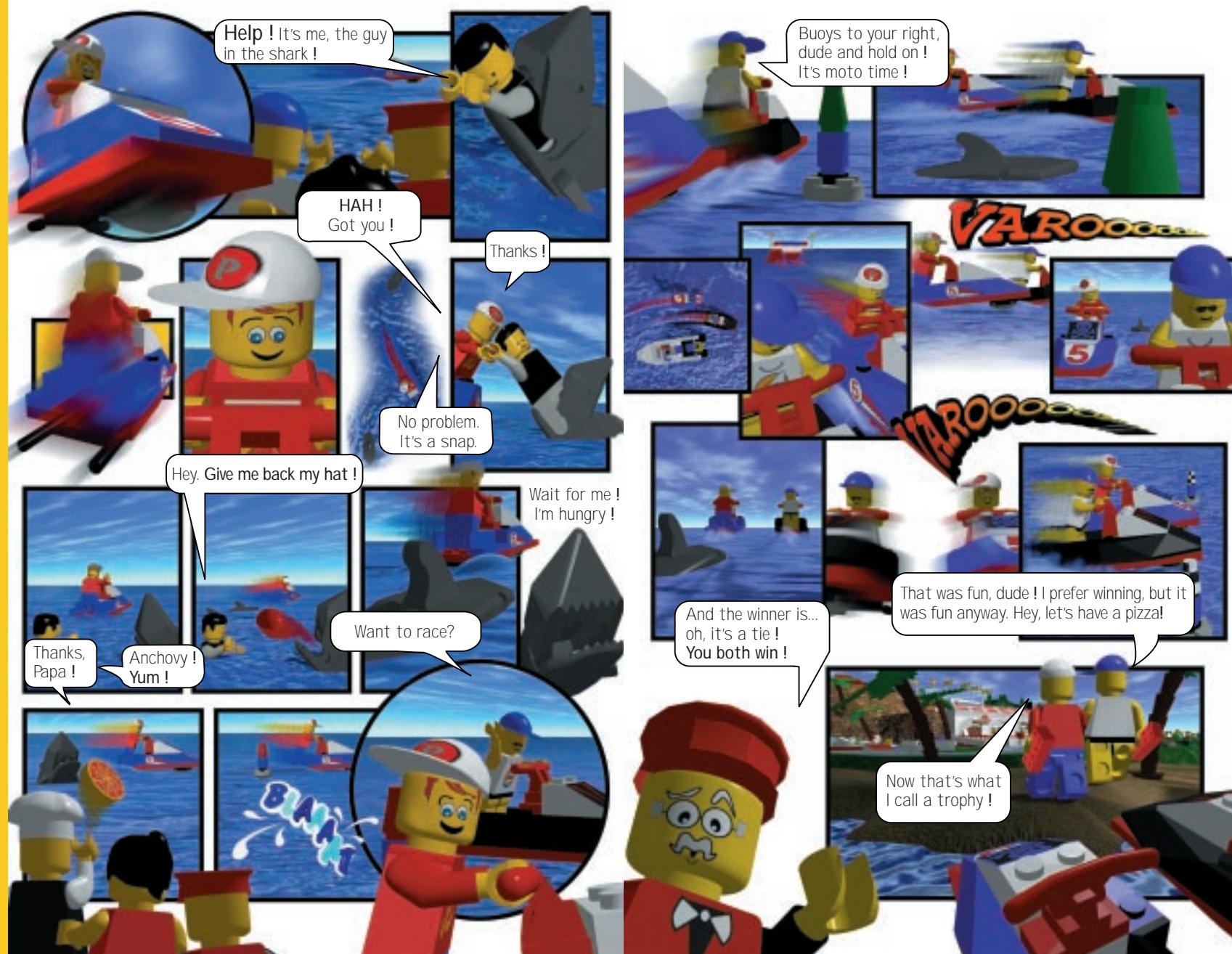
HARD DRIVE?

Not on
LEGO® Island... It's
easy to drive.

To Select a vehicle, just click on it. You've probably already figured out how to drive: just drag the mouse around! Left and right are pretty obvious, don't you think? Drag up to go forward. To go backward, drag the mouse down. The very best thing to do is practice! Wander over to the beach and try out a water jet.

Want to race? The lifeguard will show you the starting buoy. Just watch out for the yellow Bermuda Triangles — they can really slow you down!

If you happen to be on a Mission and you see someone in trouble, just click on them to help. That's the least you can do, and they'll appreciate it.



WHAT'S THE SCORE?

Each time you race, you get a Score. You get a red brick for first place, a blue brick for second, and a yellow brick just for finishing. Personally, I'm not too worried about the score, but it's nice to get a red brick on occasion. To see your score, head on over to the Information Centre. There's a special room with a big score box. Besides races, you'll see some other ways to score. Those are for Missions you accept, but we'll get to that later...



As you race, you'll notice the indicator on the dashboard. It has a solid-coloured bar that shows how far you've gone in the race. You'll also notice a couple of small circles. Those show you where your competitors are. If they're to the right of the coloured bar, you'd better pick up the speed — your opponents are ahead of you!

Ready to Exit your vehicle? Just click on your LEGO® hands. You'll pop right out.



CUSTOMISE TO THE MAX

When you become Pepper, you have the power to change the shape of things on the Island. Click on a tree. What happens? Click on a person. What does that do? Each person you become gives you a special touch. What happens when you're Nick Brick? How about Laura Brick? They say she can change people's moods. Remember, when you save a game, it will keep a copy of your freshly Customised Island, just as you built it.

Selecting a vehicle is just as easy as customising the Island. Just click on the wheels you want and Presto! You hop in and take off!

Every once in while, someone asks for your help. They'll hold out something you need for a Mission. If you're in the mood, just click on what they offer and follow their instructions.

If you're not in the mood to listen to what people say, you can always press the space bar. That will cut them short, and it won't even hurt their feelings.



AN IMPORTANT INSTRUCTION: HAVE FUN!

By now you know how to get around the Island like a pro. But have you found the juke box yet? How about the cave? I hereby invite you to explore every nook and cranny. Feel free to click on things — you can't break LEGO® Island and you never know what will happen.

If you have to eat dinner or do your homework, just remember to click on the circled 'i.' That will get you to the Information Centre. You can Quit through the door on the right. If you're in a real hurry, you can just press the "Alt" and "F4" keys to Quit the game.



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

When you leave, the computer will automatically Save the game. The entire Island, with all your custom tweaks, is saved. I'll make sure nobody messes it up, so you can play again later.

WHEN YOU'RE READY TO COME BACK

to LEGO® Island, I'll be here. When you get to the Information Centre, click on the Big Blue Brick Book. Click on the check mark of a saved game to continue playing it. Or enter a new name to Start a fresh adventure. Your choice. Sounds pretty easy, huh? Well, it is — and that's the way I like it. If you have any questions, just click on me. Make it snappy, though... I've got bricks to build!

BE WHO YOU WANT TO BE

wherever you want to be. Check out the Map in the Information Centre. Click on the map buttons and the radio guy will tell you all about them. While you're just standing there, click on the portraits of the characters. You'll see a short movie about each one. To Choose the character you want to be, just drag their portrait to a location on the map. You'll pop across the Island and land right in their LEGO shoes.

LEGO ISLAND PIZZERIA
Not Only is it THE BEST PLACE in Town to Eat,
It's the Only Place!

About a zillion gazillion years ago, Papa's Papa built the first LEGO pizzeria and the first pizza. It was perfection! Today, Papa is still improving on that perfection, inventing tastier toppings, cheekier cheeses and saucier sauces.

So if you don't like Papa's special #1, you'll probably like his special #2, or #3, or #4 or #5, #6, #7, #8, or...!

We promise prompt delivery or we'll fire the delivery guy!

LEGO ISLAND PIZZERIA:
Just a Short Walk From The Beach
Gases for the masses
specially formulated to work most of the time

LEGO® ISLAND MEDICAL CENTRE

Has this ever happened to you?

Your head falls off

SOLUTION:
Go to the LEGO Island Medical Centre

Located on the North East side of the Island

Dr. Clickitt

Octan

If we don't have it, you can't get it!

It's a Gas!

Our business is building! We have more car parts than you can shake a brick at!

Fuels rush in with our new high-speed nozzles

Hello! Welcome Back! Do come in... Sign in please and who would you like to be today? Let me guess — Laura? Papa?

A super cop! Wow

Hey! Now this is fun!

Who else can I be? Show me more!

Maybe you want to be Mama then? Or Nick?

Me me.

I feel like singing! Shoo be doo wop

Aha! I know! For the purpose of this comic you should be Pepper, the skateboard champion.

COOL!

Yes — Yes. Cool, indeed.

Later, Infomaniac dude, sir.

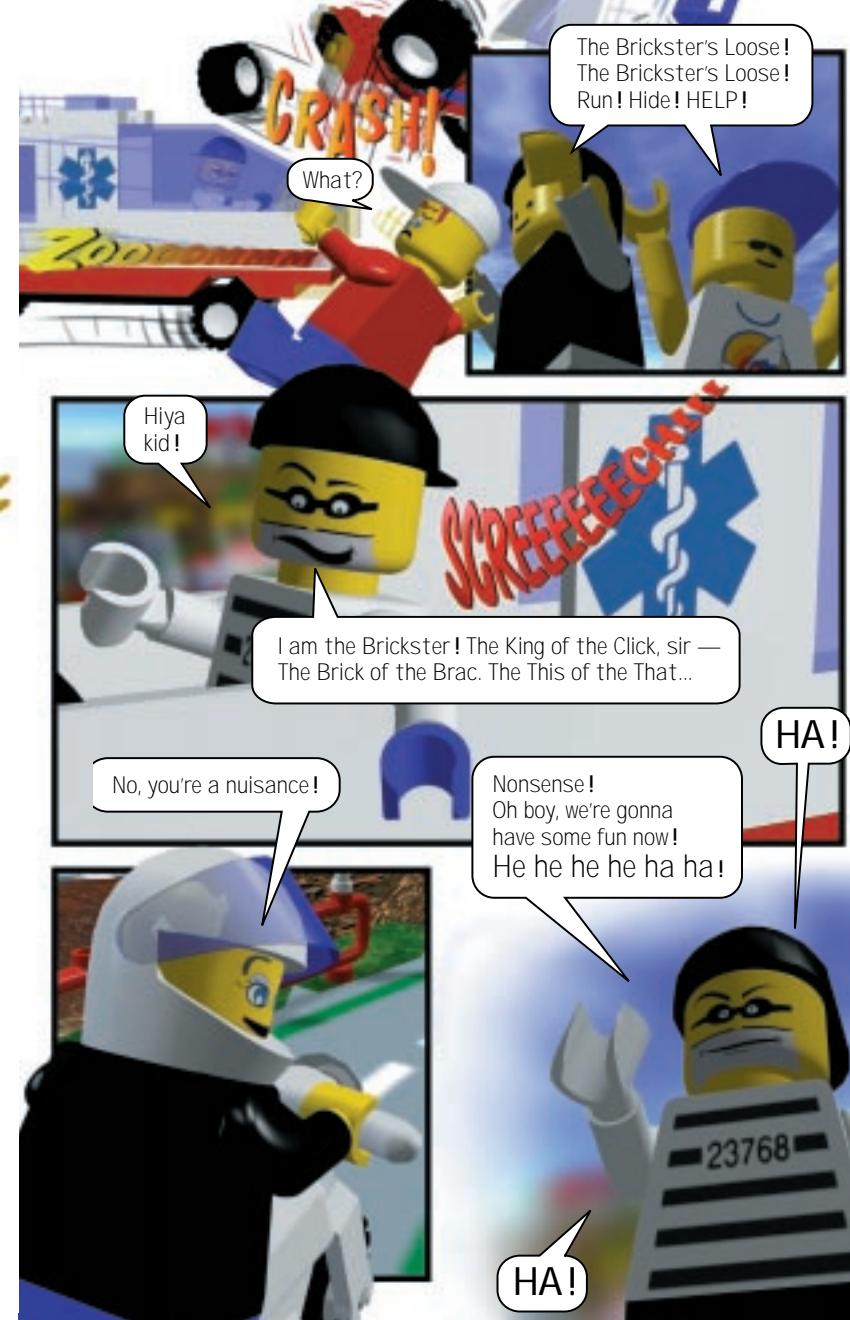
See ya later, Brickulator. Look for the 'i' in a circle when you want to come back.

EVERYONE IS SPECIAL.

If you decide to be Pepper you have different adventures than you would as Laura Brick. But if you select Laura you have different skills than Pepper. OK, check this one out: If you're Mama Brickolini and you click on a flower it will sing. Then come back to that same singing flower as Pepper and click on it again. It changes to a tree! You can Customise a lot of things on the Island and make some pretty funny stuff happen, depending on who you are and what you do.

CARS, MOTORCYCLES, BIKES AND MORE

There are about nine types of vehicles on *LEGO® Island* to Select from and you can Drive any of them. You don't even have to ask permission! If you click on one, you pop into it, ready to drive. Different vehicles have different dash boards, so check them all out. Some even have hidden Maps (hint: look for a gray bar). Move the mouse around to drive and when you're ready to Exit the Vehicle, click on your yellow LEGO hand near the sides of the screen.



A LOT OF PLACES TO GO...

...and a lot of things to do. There are about 14 locations on *LEGO® Island* to visit — and all of the places in between! Different things happen when you start to Explore. Some of the buildings change or wiggle when you click on them. That way you can Customise your own Island. When you click on other buildings the doors open up and you're suddenly inside with all kinds of stuff to do.

Just remember as you explore to watch out for The Brickster. If you're not careful, he'll break out of jail and start to deconstruct the Island. We built this Island, so we take that personally. Any help you can give us will be wildly appreciated.

TRICK

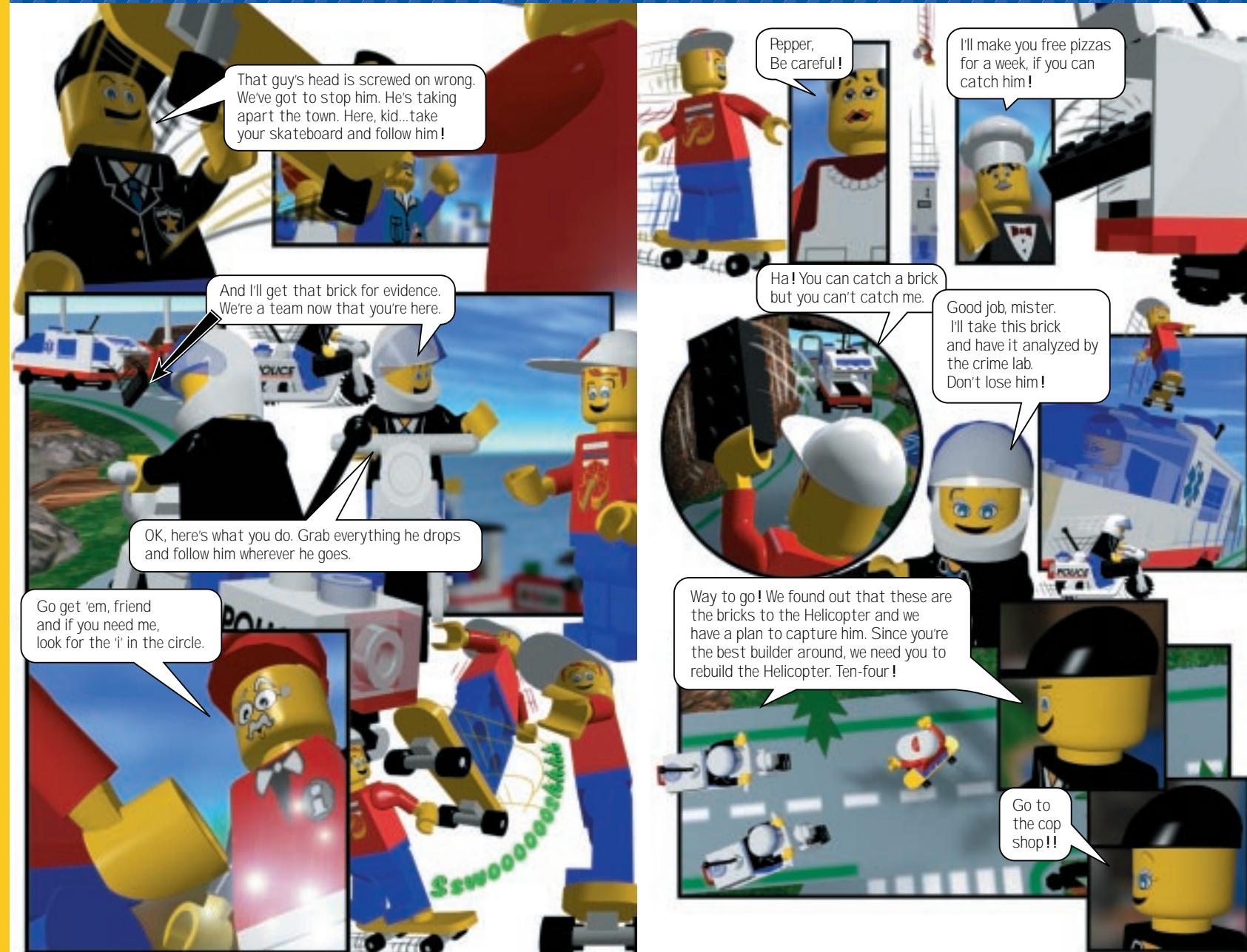
Select the skateboard by clicking on it and voilá...you're on the skateboard. Like real life, it can get pretty tricky — but also a lot of fun. Turn left by moving your mouse left. Faster? Move it forward. About to crash? Move the mouse toward you, quick! And don't forget: you can use the arrow keys too!

CLICK

When you're ready to get off the skateboard, just click on your LEGO® hand.

BRICK

If you run across The Brickster and he throws a brick at you, grab it! You might need it for evidence later. To grab the tossed brick, just click on it. It will be zapped to a safe spot.



HEAR HERE

Everyone on the Island has an opinion, and they're happy to let you in on it. But the longer I know them, the more I understand their little peculiarities. Not everyone around here has Mama's golden ear, for instance — so I trust what she hears. But Mama is a bit nearsighted, so I take it with a grain of salt when she tells me what she saw... I just try to be a bit sceptical, and that seems to help. That, and a good sense of humour...

Of course it's great that everyone is different. Just try stepping into their shoes to see how the world looks to them. Each of the five main characters can change their world in different ways. Did I tell you that already? Oh well, it's better if you try it yourself — even I, with my superior linguistic abilities, find it hard to describe. Remember: if you're too busy to listen to people, you can just press the space bar.

KNOCK KNOCK...

It's very easy to go through doors on LEGO® Island. Just click on the door and say "Open sesame." Just joking! You really don't need to say anything, just click...

CLICK CLICK

When you enter the Police Station, there's another door inside. That door will take you to a room where you can Build a Helicopter. It's pretty easy to figure it out, but if you run into any problems, our friend Bill Ding will show up and help you out. When you're done, click on the triangular sign and you'll Exit the room. Then go to the jail where your chopper will be waiting.



TAKE OFF!

Once you're airborne, take aim with the Turbo-Chucker and fire a pizza at The Brickster. That usually keeps him occupied for a moment or two. While he pigs out, don't forget to toss a doughnut to Nick and Laura. They're burning calories down there, you know. What with flying around, firing pizzas and tossing doughnuts, I don't know how you do it! Actually, I'm not very good with the Turbo-Chucker myself — but let's keep that our little secret, OK? You'll notice a grid of lights on the helicopter dashboard. I put those there when I attached the Turbo-Chucker. Each one stands for a building on the island. As the Bricksler destroys a building, a light goes out. When all the lights are out, that's it. The island will be finished, and the Brickster will declare victory. Yuck!

OVER AND OUT

When it's time to leave the Island and go home, just head over to the Information Centre. If you're in a hurry, press the "Esc" key, or click wherever you see an "i" in a circle.

If it's in view, you can just click on the Information Centre itself. Once you're there, select the Exit door to the right of the desk to Quit. As usual, I'm available for consultation if you need help.



See You Later Brickulator!

THE HISTORY OF LEGO® Island

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

And I was that first kid and this was that first toy.

LEGO

—from the Danish words 'Leg-godt' meaning 'play well' and believe you me, it did...

I mean does.

LEGO

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

When I got hungry, I built the Soup and Sandwich Islands and a place I called Key Lime. Great pie! I soon wanted a home and friends to play with...

Good Play!

So I built LEGO Island and my first new friend. I'll name you...

...The Brickster!

And because you know so much, I'll call you The Infomaniac.

We were best friends, until...

FROM THE BEGINNING

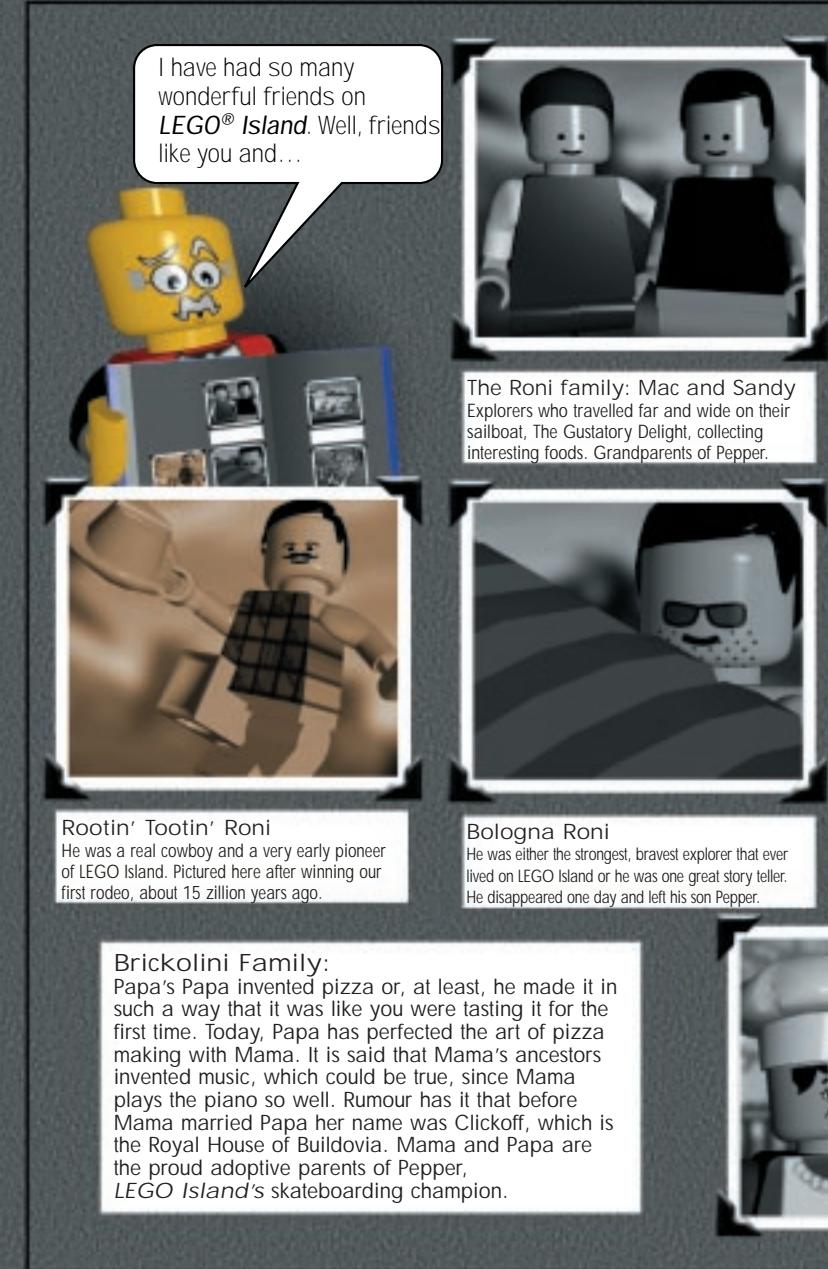
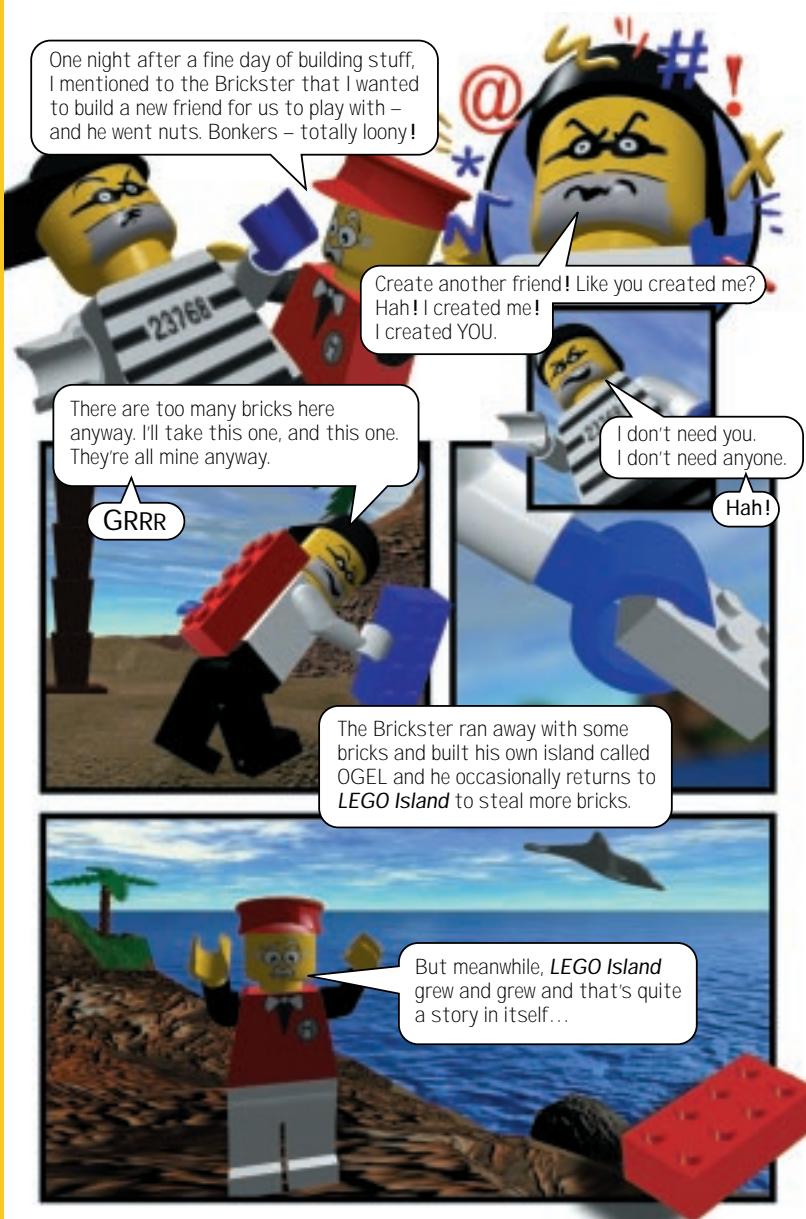
LEGO® was founded in 1932 by Ole Kirk Christiansen. The founder's grandson, Kjeld Kirk Christiansen, is the company's current president. Did you know that the first LEGO toys were made of wood? Today, kids in over 130 countries spend 5 billion hours each year building and playing with LEGO bricks. Kids can now play with real LEGO bricks and virtual LEGO bricks too.

CAUTION: SMART STUFF

The unique talents and interests of *LEGO® Island*'s characters are based upon research from Harvard on the theory of multiple intelligences. It shows that a single measure of IQ can't really explain the striking differences between people. It identifies seven major types of intelligence. You have some or maybe all of these intelligences. They are:

- Musical, like Mama Brickolini
- Mathematical, like Pepper
- Linguistic (good with words), like the Infomaniac
- Kinesthetic (coordinated), like Papa Brickolini
- Spatial (knows directions), like Nick Brick
- Interpersonal (friendly) like Laura Brick
- Intrapersonal (thoughtful) like The Brickster

You may have to look up some of those words. I know I did, and I have a pretty good vocabulary.



MORE SMART STUFF

Have you ever been told or heard someone say things like this:

"He's a born artist — his hand just flies over the paper."

"Wow, that guy can out-run a bullet!"

"He can't read very well but he's a building maniac."

"She's a math whiz — she can beat a calculator."

"She sings like an angel."

"He's a video games wizard."

"She has a photographic memory."

Well, these are different kinds of intelligences that you may experience throughout your life. Mozart was only four years old when he began to compose music. Grandma Moses didn't choose to become a painter until she was seventy-five! When it comes to intelligence, it's never too early or too late.

AND...

Researchers at MIT in Boston have found that people learn better through exploration. It empowers them to solve problems on their own. And it leads them through new territory, exposing them to more along the way. Learning how to learn is tricky, but very important.

It's in this spirit that the developers of *LEGO® Island* want you to explore and enjoy the action. We hope you'll discover that all of us see the world a bit differently. Nevertheless, we can come together to create solutions that benefit everyone. You may discover a talent that you never thought you had before. Enjoy! And let us know what you think...



This is my favourite photo. It's of the first *LEGO Island* picnic taken about half a zillion years ago. Pictured are: Nick Brick, Laura Brick, Pepper, Mama and Papa Brickolini, Nubby Stevens, Nancy Nubbins, Snap Lockitt, Valerie Stubbins, Buck Pounds, Red Greenbase, Rhoda Hogg, Doctor Clickitt, Gideon Worse, Polly Gone, Bill Ding, Studs Linkin, Return and Enter, Bradford Brickford, Shiney Doris, Captain D. Rom, Bumpy Kindergreen, Jack O. Trades, Dorothy and Glen Funberg, Margaret Patricia Post, Ed Mail, The Brickster and me...

...The Infomaniac, of course.

Camera shy: Mr. Super, Mr. "DJ" Radio, The skeleton of Captain Click the pirate, Mr. and Mrs. Polywanna (the parrots) and Ms. Jingle.



HOW DID
THEY
DO THAT?

Making this game was a lot of fun, and a lot of work.

After the initial design was created, a terrific team of artists and programmers jumped to the job of putting it on the computer. They actually made a full-scale model of *LEGO® Island*. The artists used that to create a computer island using a 3D graphics program. 3D really gives computers a workout, and the team laboured for months to get things right.

All the characters were created with distinct personalities. Some very silly people wrote a ton of scripts – enough to make five movies. Meanwhile, the programmers made the building areas and the racing games and tested them with kids around the world.

After the scripts were done, actors squeezed into a studio to give voice to the characters. Their dialog was lip-synched, and the animated faces were applied to the 3D LEGO people. Hundreds of animations were created. Then the music was recorded for all the different places on the Island. Everything was tested over and over again. A master CD-ROM was made. From there it was packaged, sent to the stores and finally into your hands.



Height: The same as everybody else.
Distinguishing marks: Numbers on shirt, bad-guy mask over eyes, unshaven with tiny mustache.
Escaped convict: armed and dangerous. Felony deconstruction, misdemeanor bad jokes, stealing bricks and worst of all: insulting Mama.

Approach with caution and contact Nick or Laura.



Technical Support

Technical Support: 0870 600 3003
Fax: 0870 600 3004
E-mail: help@uk.legomedia.com
Support Times
9.30am - 6.30pm Monday - Friday
(excluding Weekends and Bank Holidays)
World Wide Web: www.legomedia.com
Address:
LEGO Media International Limited
LEGO House
33 Bath Road
Slough
Berkshire
SL1 3UF
England

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.
- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM or DVD Drive
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Any error information.

Note - If you have any problems in obtaining any System Information please consult your System supplier.

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EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.
Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch.

Play video games preferably on a small screen. Do not play 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 10-15 minutes per hour while playing video games.

PLEASE NOTE: This product was designed for Windows® 95. If you attempt to run it using Windows® 98 or any other operating system you may experience performance issues.



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Manufactured in the E.U.

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