

ISLAND XTREME STUNTS



EVERYONE
E
CONTENT RATED BY
ESRB

LEGO

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ◆ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ◆ Do not bend it, crush it, or submerge it in liquids.
- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◆ Be sure to take an occasional rest break during extended play.
- ◆ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

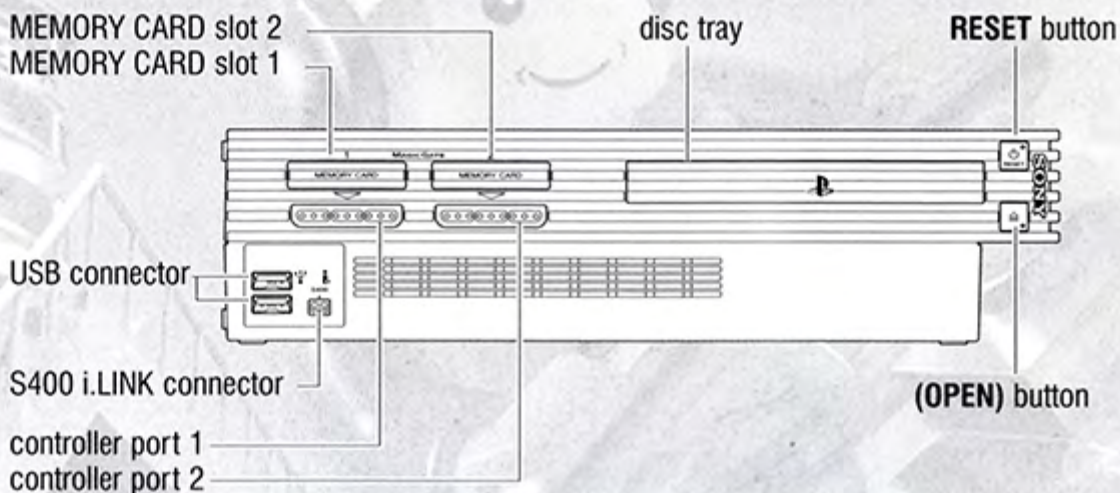
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STARTING THE GAME

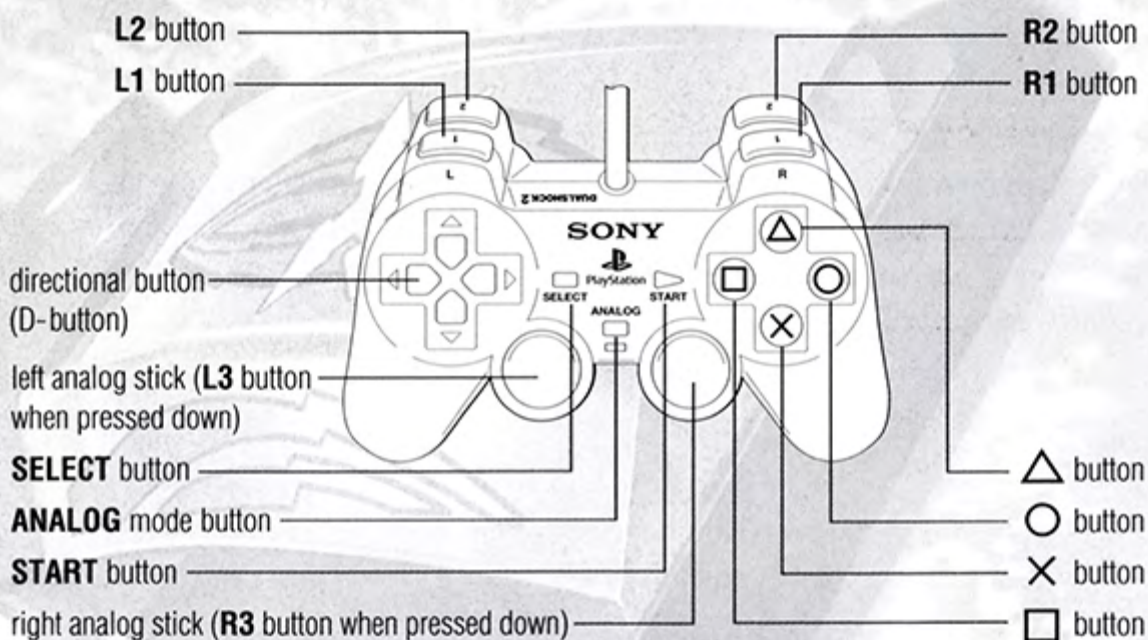
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Island Xtreme Stunts* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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!

BASIC GAME CONTROLS

CAMERA CONTROLS

Reset Camera	R1 button
First Person View	R1 button (Hold)
Camera Zoom	L1 button
Move Camera	right analog stick

PEPPER ON FOOT

Run/Walk	left analog stick/D-button (your speed depends upon pressure applied)
Jump	✕ button
Talk/Interact/Skateboard	● button
Throw pizza	■ button
Toy (change an object into something else, ► <i>Toying</i> on p. 19)	▲ button

MENU CONTROLS

Highlight menu items	D-button ⇅
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	✕ button
Return to previous screen	▲ button

➤ For a more detailed list of commands, ► *Complete Controls* on p. 6.

COMPLETE CONTROLS

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

NOTE: The following commands apply when you are exploring the Island. For unique controls for specific sub-games, ► *Stunt Action Sub-Games* on p. 13 and *Other Sub-Games* on p. 21.

CAMERA CONTROLS

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

Reset Camera	R1 button
First Person View	R1 button (Hold)
Camera Zoom	L1 button
Move Camera	right analog stick

PEPPER ON HIS SKATEBOARD

Start/Stop Skateboarding	● button
Accelerate	left analog stick ↑/D-button ↑
Brake/Stop	left analog stick ↓/D-button ↓
Steer	left analog stick ↔/D-button ↔
Jump	✖ button (the longer you hold it down, the higher you jump)
Grab Trick	■ button + D-button (while in the air)
Spin Left	L2 button (while in the air)
Spin Right	R2 button (while in the air)
Pause Menu	START button
Open PDA	SELECT button

SPEAKING TO OTHER ISLANDERS

Skip Sentence	✖ button
Skip Entire Conversation	✖ button (Double-tap)
Select Response	left analog stick ⇄/D-button ⇄
OK Response	✖ button

PEPPER IN ROAD & WATER TRANSPORT

Accelerate	✖ button
Brake/Reverse	■ button
Steer	left analog stick ⇄/D-button ⇄
Exit Vehicle	● button
Horn (road)	▲ button

PEPPER IN PLANES & HELICOPTERS

Fast	✖ button
Slow (Brake/Reverse in a Helicopter)	■ button
Climb	left analog stick ↓/D-button ↓
Dive	left analog stick ↑/D-button ↑
Steer	left analog stick ⇄/D-button ⇄
Land	● button

NOTE: When you are near a runway or landing platform, a symbol appears.

SETTING UP THE GAME

MAIN MENU

- ▷ Once the game has finished loading, press the **START** button to display the Main menu.
- ▷ Press the D-button \updownarrow to choose an option and then press the **X** button to select it:



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

Load a previously saved game and see what percentage of the game 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 (► *Pause Menus* on p. 11) and select LOAD.

- ▷ A list of previously saved games appears. Select the file to load and press the **X** button. You may now continue gameplay from the point at which you saved.

NOTE: If you load a saved game while playing *Island Xtreme Stunts*, you lose your current game data. If you want 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 customize your game.

AUDIO



SPEECH VOLUME

Move the slider to increase and decrease the volume of the character voices.

MUSIC VOLUME

Move the slider to increase and decrease the music volume.

SFX VOLUME

Move the slider to increase and decrease the sound effects volume.

RADIO MODE

Choose the kind of music that you want to hear while playing. Options are AUTO SELECT, COUNTRY, EASY, ROCK, SOUL, and POP.

SUBTITLES ON/OFF

Switch the subtitles ON and OFF. When the subtitles are OFF, no subtitles are displayed.

RESTORE DEFAULTS

Restore all the options to their default settings.

PLAYING THE GAME

Island Xtreme Stunts centers 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 go straight to the first scene of Freeway Frenzy.

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




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).

PAUSE MENUS

➤ Press the **START** button at any time during a game to display the Pause menu.

MAIN ISLAND PAUSE MENU

This menu allows you to save your progress in a game.

Continue the game you are playing

Open the Load Menu
(➤ *Load Game* p. 8)

Opens the Options menu
(➤ *Options* p. 9)

Confirm to return to the Main menu



Open the Save Menu. Allows you to save the game you are playing and displays the percentage of the game you have completed.

➤ Press the **▲** button to return to the game.



Press the **▲** button to return to the Main Island Pause menu

STUNT ACTION SUB-GAME PAUSE MENU

During the stunt action sub-games, the following Pause menu is displayed when the **START** button is pressed during the sub-game.

Continue the game you are playing

Adjust Audio, Controls, and Subtitles options

Stop the game and confirm to return to the Main menu without saving



Allows you to start the stunt action sub-game again

Stop the sub-game and return to the Island

➤ Press the **▲** button to return to the game.

GAME RESULTS SCREEN

When you finish a sub-game, a results screen appears. If you didn't succeed, you find out why and have the option to:

REPLAY

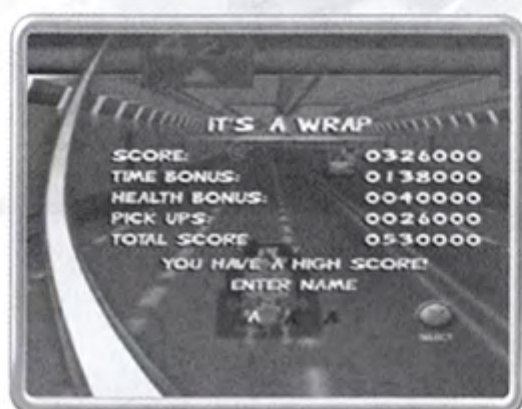
Restart the sub-game.

CONTINUE

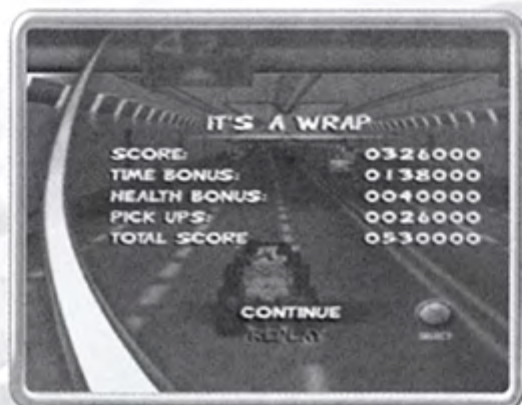
Return to the main Island.



If you have won *and* gained a high score, enter a three-letter name by pressing the D-button \updownarrow to change the letter and pressing the D-button \leftrightarrow to select which letter to change. When you're finished, press the \times button to continue.



You can then Continue as described above.



LAFTA CEREMONY

When you successfully complete a sub-game you go to the blue room after receiving your score. Here you are awarded your Bronze, Silver, or Gold LAFTA (depending on the level played) and the Director treats you to a short clip of the scene Pepper just starred in.

FUNCTION	DESCRIPTION	CONTROL
Skip Line	Skips a line of text to the next one	✖ button
Skip to Rushes	Moves straight to the rush filmed during the sub-game	✖ button (Double tap)
Return to Island	Once the rush is being shown, returns to LEGO® Island	START button

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 the **START** button to continue.

FREEWAY FRENZY

Pepper pursues the Brickster in this high-speed car chase through the city freeways, 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 juggernaut signs and arrows on the side of the tracks.

FREEWAY FRENZY POWER UPS

TURBO



Boosts 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 analog stick ⇄/D-button ⇄

Accelerate

✖ button

Brake

■ button

Use Power Up

● button

Toggle Camera Zoom

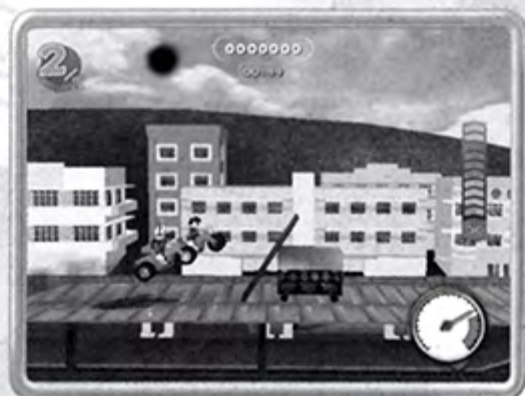
L1 button

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 while 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 when you press the D-button while pressing and holding the ● button. Fill up your speed boost meter by maximizing air time and landing safely.

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



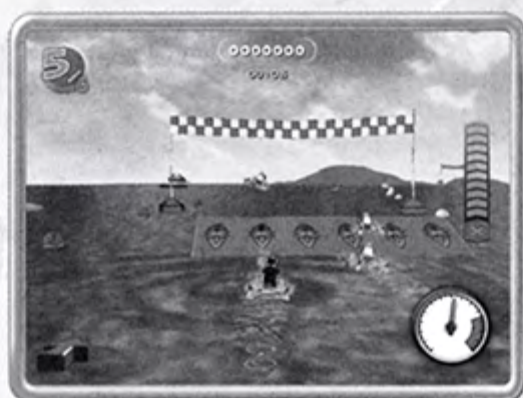
CONTROLS

Lean Forward	left analog stick ⇐/D-button ⇐
Lean Backward/Wheelie	left analog stick ⇨/D-button ⇨
Accelerate	✖ button
Brake	■ button
Perform Stunt	● button (Hold) + D-button (different directions 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 analog stick ⇄/D-button ⇄
Lean Forward	left analog stick ↑/D-button ↑ (allows Pepper to porpoise)
Lean Backward	left analog stick ↓/D-button ↓ (aids turning and helps Pepper go faster)
Accelerate	✖ button
Perform Stunt	D-button + ● button (Hold)(different directions 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 maneuverable. They also allow you to hold more fuel, which you'll need for charging the Brickster's plane.

Press and hold the ● button to charge and release the boost when you need to conserve fuel or to line up for a better charge.

AIR CHASE POWER UPS

ENGINE



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

FUEL

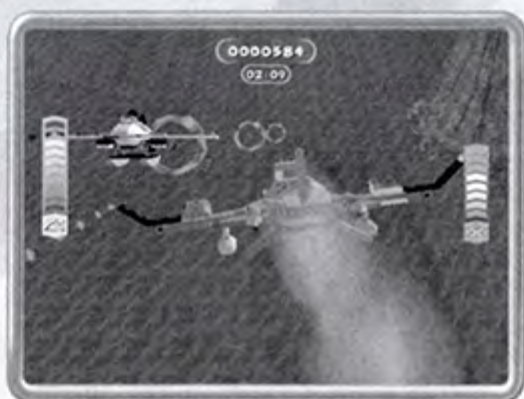


The more fuel carried, the longer Pepper can grind the Brickster. Fuel is used up as you grind, but you can always collect more fuel and then start grinding again.

WING



Increases the maneuverability of Pepper's plane.



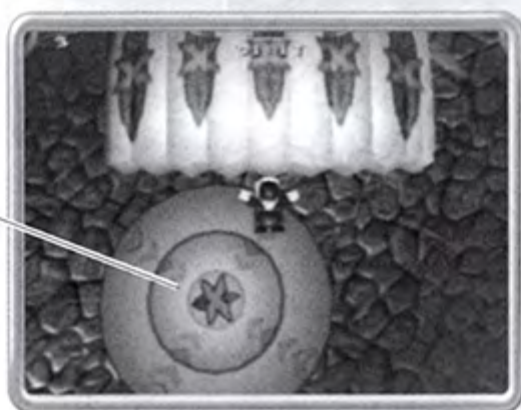
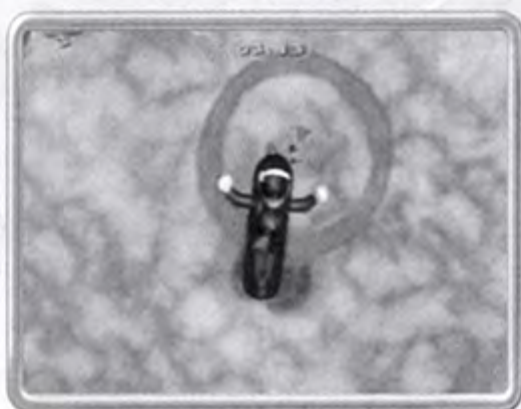
CONTROLS

Steer	left analog stick ⇄/D-button ⇄
Dive	left analog stick ⬇/D-button ⬇
Climb	left analog stick ⬆/D-button ⬆
Charge	● button (Hold)

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 and give them each a parachute so they can float safely to the ground. Line up with the rings to build up your stunt meter. Press the D-button in the order shown to pull off spectacular sky surfing stunts.

NOTE: The stunt bar is emptied when Pepper misses a ring. You win by landing on the target for a super-smooth finish.



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

CONTROLS

Steer	left analog stick ⇄/D-button ⇄
Fall forward	left analog stick ↑/D-button ↑
Fall backward	left analog stick ↓/D-button ↓
Perform stunt	● button (Hold) + D-button (In the onscreen order)
Open Parachute	● button 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 driver's licenses.

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 Air—once he's earned his licenses of course!

REWARDS/ COLLECTABLES

Keep an eye out for all the LEGO Island collectables, including LAFTAs, Brickimals, Trading Cards and Evidence Photos.

OTHER SUB-GAMES

There are three other sub-games. Two of them are not locked and you can play them at any time, Trouble In Store and Photo Fit.

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 to put the pieces together and find the culprit.

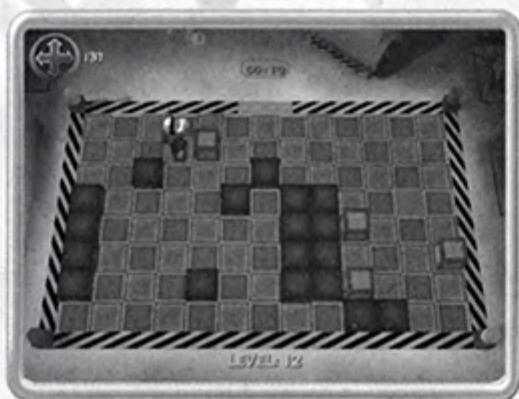


CONTROLS

Move Piece Left	left analog stick ←/D-button ←
Move Piece Right	left analog stick →/D-button →
Move Piece Up	left analog stick ↑/D-button ↑
Move Piece Down	left analog stick ↓/D-button ↓
Help	● button

TROUBLE IN STORE

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



CONTROLS

Move Left/Right

left analog stick ←/D-button →

Move Up/Down

left analog stick ↑/D-button ↓

XTREME TOWER SUB-GAME

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.

COLLECTIBLES

LAFTAS

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



LAFTAs are awarded on completion of games. A certain number of LAFTAs are needed to enter the stunt action sub-games, as indicated below.

SUB-GAME	LAFTAS REQUIRED
Freeway Frenzy	0
Motorbike Mayhem	1
Wave Catcher	3
Air Chase	5
Ripcord Rescue	10

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, totaling 15. There are also an additional 2 LAFTAs hidden on LEGO Island.

NOTE: The hidden LAFTAs do not contribute to the LAFTA score needed for entering a sub-game.

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!

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 (► *Brickimals* on p. 28). There are two types of bricks; red standard bricks and Brickimal Hearts. The Brickimal Hearts activate the building plan for a new Brickimal. You must then use your PDA (► *Pepper's PDA* on p. 26) 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 licenses you have achieved, and more.

PDA CONTROLS

Open PDA	SELECT button
Move/Choose Selection	left analog stick/D-button
Select	X button
Cancel/Back/Close Menu	▲ button
Switch PDA Screens	L1 button/ R1 button

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.

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

Shows which licenses Pepper has earned and those he has still to gain

This heart-shaped button opens the Brickimal screen which allows you to create Brickimals

Gives you more information on the selected PDA item

This opens the Hi-Score table for all of the sub-games and their separate levels

Shows which PDA screen will be opened when right top screen button is selected. In this case it is the Map

Shows all the sub-games; those that have already been played and those still to be played on the top line and on the second line every LAFTA that Pepper has gained

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



Displays what your buttons do while in the PDA

This shows you how many pieces of evidence there are and how many have been collected

SUB-GAMES/LAFTAS



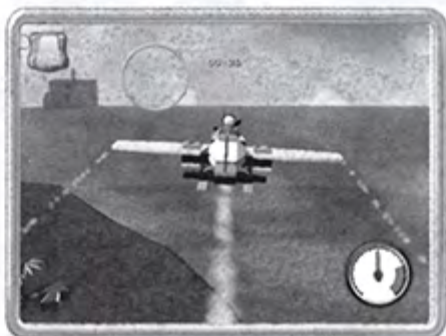
In this panel an icon is displayed representing each of the five movie sub-games. Underneath each picture are three boxes which will be ticked each time you receive one of the three LAFTAs available for that game. Game icons are grayed out until they are unlocked.

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.

LICENSES



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



HIGH SCORES

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

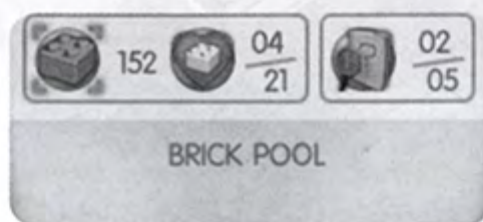


This section tells you which sub-game and which level's scores you are looking at.

Cycle right and left to view more screens

BRICKIMALS

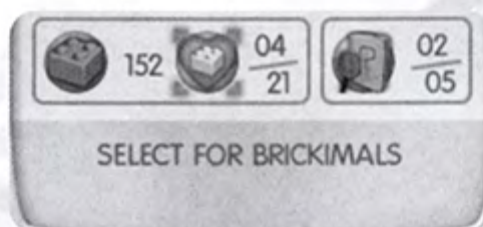
There is an icon of a LEGO® brick which is labeled 'Brick Pool' and this represents the total amount of standard bricks you have collected so far.



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



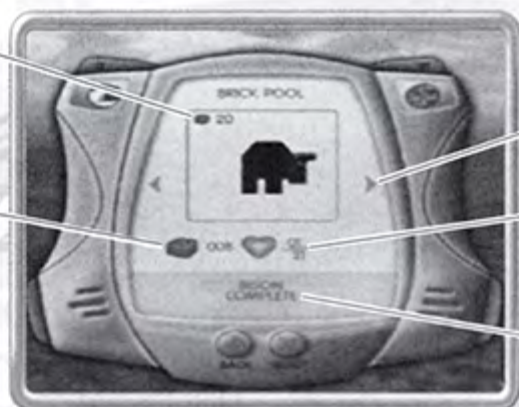
This will then be displayed in the PDA status screen.



If you select the Brickimal Heart icon and press the **X** button you load the Brickimal creator. The PDA then displays the Brickimal creator in the Brick Pool:

This shows the number of bricks needed to create that particular Brickimal

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



Scroll right or left through the screens

This shows how many Brickimal hearts have been found

This shows the status of the displayed Brickimal

The Brickimal can have the following statuses.

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 the **X** button.

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 (the policeman's) Evidence book and shows the number of pictures collected so far (► *Photo Fit Sub-Game* on p. 21).



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 the **X** button.

MAP

While on the status screen, press the **R1** button to display the map screen.



This is a map of LEGO® Island. On the Map you see Pepper's current location. Press the D-button to move around the island map. Location names are displayed in the text box at the bottom of the screen as the cursor passes over each location.



➤ Press the **L1** button to return to the PDA Status screen.

JOURNAL

While in the status screen, press the **L1** button 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.

CREDITS

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