

# Loop It, Spin It, Race it, Win It!

Build your track, pick your driver, then  
tear around your own custom made stunts!

[freegamemanuals.com](http://freegamemanuals.com)



Build the track

Race on it!



GAME BOY  
COLOR

EVERYONE  
E



LEGO Media International 555 Taylor Rd. P.O. Box 1650 Enfield, CT 06082  
© LEGO the LEGO logo, the LEGO Media logo and the LEGO Brick are registered trademarks  
of the LEGO Group. © 2000 The LEGO Group. Part #1033476

EmuMovies

Nintendo

GAME BOY COLOR

CGB-BL2E-USA



# ISLAND 2

THE BRICKSTER'S REVENGE



INSTRUCTION BOOKLET

ONLY FOR  
GAME BOY  
COLOR

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**



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.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

EVERYONE  
Comic Mischief

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
© 1989, 1998 NINTENDO OF AMERICA INC.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.**

## Contents

BACKGROUND STORY .....	4
CONTROL SUMMARY .....	5
Game Control .....	5
Skateboard Controls .....	6
Trading Controls .....	6
Menu Controls .....	6
STARTING THE GAME .....	7
Quick Start .....	7
PLAYING THE GAME .....	9
TRADING CARDS .....	14
CREDITS .....	18



## Background Story

In this game, you play Pepper, the pizza delivery dude who needs to prevent that pesky Brickster from destroying LEGO® Island. Brickster is up to no good again after tricking Pepper into helping him escape from prison. With his gang of dastardly Brickster Bots he is out to cause chaos all over LEGO Island and beyond.

You will travel far and wide across three new islands, solve mind-bending puzzles and honing your skateboarding skills in your goal to track down Brickster. Beware, some of the people you encounter will become friends others are less trustworthy!

As you explore these exciting LEGO worlds you may collect pictures of everyone you meet during the adventure. Some people might be a little harder to find than others but as soon as you have duplicate cards you can swap them with friends via the Wireless Infrared Communications Port. No cables are required, just follow the instructions.

Use your skill and patience to reveal Brickster's astonishing hideout. Now you must defeat him on his own territory?

## Control Summary

The GAME BOY COLOR has the following buttons for various commands.



### Game Controls

Move Pepper Left	Control Pad Left
Move Pepper Right	Control Pad Right
Move Pepper Up	Control Pad Up
Move Pepper Down	Control Pad Down
Use pizza chukka/ talk/ examine	A Button
Put Pepper on or off the skateboard	B Button
Pause Menu	Start Button
Enter / Exit View Trading Card Screen	Select Button

## Game Controls

### Skateboard Controls

Move Pepper Left	Control Pad Left
Move Pepper Right	Control Pad Right
Move Pepper Up	Control Pad Up
Move Pepper Down	Control Pad Down
Put Pepper on or off the skateboard	B Button

### Trading Controls

Choose card	Control Pad Left / Right
Select / Trade card	A Button
Deselect / Back	B Button
Return to Main Menu	Start

### Menu Controls

Highlight menu item	Control Pad Up/Down
Select menu item	A Button



## Starting The Game

1. Set up your GAME BOY COLOR according to the instructions in its instruction manual. Make sure the power is OFF before inserting or removing a Game pak.
2. Insert the LEGO Island 2 Game pak into the GAME BOY COLOR.
3. Switch on the GAME BOY COLOR and the red light situated on the left-hand side of the screen should light up to indicate power.

### Quick Start



- At the LANGUAGE SELECT SCREEN, use the Control Pad to highlight your language and press the **A Button** to select it. The LANGUAGE SELECT SCREEN will not be shown again unless you press the **B Button** on the MAIN MENU.
- At the **TITLE SCREEN**, press the **Start** to progress to the MAIN MENU.
- At the MAIN MENU, use the Control Pad to highlight the option you want, and press the **A Button** to select it.

## Quick Start

- Select **NEW GAME** if you are playing the game for the first time, or if you want to begin the adventure again from the beginning.

**WARNING:** LEGO Island 2 will only save one game at any time. If you start a New Game, you will overwrite any previously saved game!

- Select **CONTINUE GAME** if you want to continue a previously saved game.
- Select **TRADE CARDS** if you want to trade any cards you have collected on your adventure.
- Select **SOUND EFFECTS** and press the **A Button** if you want to turn the sound effects off or on.
- Select **MUSIC** and press the **A Button** if you want to turn the music off or on.



## Playing the Game

### Walking

Use the Control Pad to make Pepper walk around.



### Skateboarding

Press the **B Button** to use the Skateboard. As Pepper, you may control your skateboard using the Control Pad. Press the **B Button** again to walk.



## Playing the Game

### Pizza Chunks



To throw pizzas press the **A Button**. Pepper will throw a pizza in the direction he is facing.



### Interacting



When you have the opportunity to interact with either characters or scenery, a Speech Bubble will appear. When the Speech Bubble is visible, press the **A Button** to interact. For longer speech it may be necessary to press the **A Button** more than once to see all the text.

## Playing the Game

### Collecting Items



To collect an item, simply walk over it. If the item is required Pepper will automatically use it.

### View Trading Card Collection



Trading Cards may be viewed in game by pressing **Select**. The last card collected will be the first card shown on the screen. Cards cannot be traded from this screen. If you wish to trade a card, you must Quit your game through the PAUSE MENU, and select Card Trade from the MAIN MENU.

## Playing the Game

### Pause



To Pause the game, press **Start**. The PAUSE MENU will appear at the bottom of the screen.

### Continue

When in the PAUSE MENU, select Continue and press the **A Button** to CONTINUE the current game.



## Playing the Game

### Quit

If you wish to finish your game without saving and return to the MAIN MENU, select QUIT from the pause menu and press the **A Button**.

### AutoSave Feature

LEGO Island 2 incorporates an AutoSave feature, which updates when the screen changes at any point in the game.

Please note that if the GAME BOY COLOR is turned off, the game will be saved from the last point the screen changed.

**WARNING:** Starting a New Game will overwrite any previously Saved Game.



## Trading Cards

Trading Cards are hidden throughout the adventure for you to collect. If you want to collect the whole set, you will have to explore everywhere, or alternatively you can trade any duplicates you have found with a friend using the Wireless Infrared communications port.

### How to Trade

You may TRADE CARDS by following the instructions below:

Each player should select the TRADE CARDS option from the MAIN MENU and press the **A Button**.

In the trade cards menu select TRADE CARDS and press the **A Button** to proceed.

Use Left and Right on the Control Pad to look through the Cards you currently have, and to select the Card you wish to trade.



14

## Trading Cards

Only duplicate cards can be traded. The number of duplicate trading cards are depicted by the number next to the X symbol.



Press the **A Button** to select the Card you wish to trade, and then a player must press the **A Button** a second time to confirm the transaction, or press the **B Button** to cancel the transaction.



15



## Trading Cards

Ensure that both GAME BOY COLOR handsets are close together. They need to be facing one another and no obstruction should lie between each Wireless Infrared communication port.



A successful Trade will show a Green Tick.



## Trading Cards



An unsuccessful Trade will show a Red Cross.

If the Trade was unsuccessful, try realigning the two GAME BOY COLOR Wireless Infrared communication ports.

To Exit the TRADING CARD screen, press **Start**.

## Delete Trading Cards

If you want to delete all the trading cards you have collected, select **DELETE ALL CARDS** in the Trade Cards menu.

## Credits

### **Crawfish Interactive**

Programming – David Leitch, Steve Jones

Additional Programming – Chris Pile

Graphic Artist – James Clarke

Additional Graphic Artists – Jon Trafford,

Simon Butler, Terry Ford

Associate Producer – Tim Mawson,

James Brown

Director of Development – Mike Merren

Technical Manager – Colin Kendrick

Senior Dev Assistant – Dave Hardcastle

QA Department – Tim Coode,

Will Greenough, David Hardcastle,

David Murphy

Special Thanks –

Cameron Sheppard,

Lynne Bradstock

### **LEGO Media International**

World-wide Managing Director

Mark Livingstone

### **Product Development**

Chris Nicholls – Head of

Development

Tim Green – Producer

Scott Mackintosh – Assistant

Producer

### **Testing & QA**

Kevin Turner - Global Head of

Quality Assurance

Gary Simmons - QA Manager

Nicolas Doucet - Consoles Group

Leader

David Lane - Lead Tester

Gary Mellish - Tester

Dwayne Buck - Tester

Jonathan Hughes - Tester

### **Localisation**

Emma Susan Timms

Localization Co-ordinator

### **Logistics**

Nic Ashford – Head of Logistics

### **International Marketing**

Petra Bedford – Global Brand

Director

Kai Wunderlich – Marketing

Manager

Ping Wong – Product Manager

Mary Jane Brett – Production

Manager

Tim Price – Market Research

Manager

### **International Sales**

Leah Kalboussi – Global Sales

Director

### **Audio**

Music and Sounds – Rockett Music

Music composed by Richard Wells,

Dave Punshon

### **Additional Thanks**

Special thanks goes to Wes Jenkins

for his writing and inspiration and

to all the children who gave their

valuable input throughout the

development of this title plus

additional thanks to those who

gave professional input.

## LEGO MEDIA INTERNATIONAL LTD.'S LIMITED WARRANTY

**Limited Warranty.** LEGO Media International Ltd. warrants to the original consumer purchaser ("You") that, under normal use, the software program and the medium on which it is recorded (collectively the "Product") will be free from defects in material and workmanship for ninety (90) days from the date of purchase. (Your receipt shall be evidence of the date of purchase).

**Return of Defective Product.** If, within ninety (90) days of your date of purchase, You believe that the Product is defective, then return the Product, postage prepaid, along with proof of the date of purchase to (Attn: Product Exchange, PO Box 1138, Enfield, CT 06083). Upon LEGO Media International Ltd.'s receipt of the foregoing postmarked within the 90-day period, LEGO Media International Ltd. will replace the Product or refund the original purchase price as evidenced on the receipt, all in LEGO Media International Ltd.'s sole discretion.

**Warranty Disclaimers.** The limited warranty above is in lieu of all other express and implied warranties of every kind and nature and, except as set forth above, the Product is sold "AS-IS", without any express or implied warranties of any kind. This Limited Warranty does not cover damage or malfunction resulting from any accident, misuse, modification, wear and tear, neglect, or any other conduct or conditions outside normal Product use or outside the control of LEGO Media International Ltd. or its affiliates (collectively, LEGO Media International). THE LIMITED WARRANTY CONTAINED IN THE FIRST PARAGRAPH ABOVE IS THE SOLE WARRANTY PROVIDED IN CONNECTION WITH THE PRODUCT AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ALL OF WHICH ARE HEREBY DISCLAIMED. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY LEGO MEDIA INTERNATIONAL LTD. OR ITS SUPPLIERS, DEALERS, DISTRIBUTORS, AGENTS, CONTRACTORS, OR EMPLOYEES (COLLECTIVELY, LEGO MEDIA INTERNATIONAL) SHALL IN ANY WAY MODIFY THIS LIMITED WARRANTY.

**LIMITATIONS OF LIABILITY.** IN NO EVENT SHALL LEGO MEDIA INTERNATIONAL'S LIABILITY FOR ANY DAMAGES TO YOU OR ANY THIRD PARTY EXCEED THE PRICE YOU PAID FOR THE PRODUCT, REGARDLESS OF THE FORM OF THE CLAIM (INCLUDING, WITHOUT LIMITATION, ANY CONTRACT, PRODUCT LIABILITY, OR TORT CLAIM). LEGO MEDIA INTERNATIONAL SHALL NOT BE LIABLE FOR ANY LOST DATA, INCIDENTAL, SPECIAL, PUNITIVE, INDIRECT, OR CONSEQUENTIAL DAMAGES OF ANY KIND OR NATURE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PRODUCT, EVEN IF LEGO MEDIA INTERNATIONAL HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. This Limited Warranty gives You specific legal rights, and You may also have other rights which vary from state to state. Some states do not allow limitations on warranties or exclusion of certain damages, so some of the above limitations or exclusions may not apply to You.  
VALID ONLY IN U.S.A. AND CANADA.