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

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



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Nintendo



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Comic Mischief

LICENSED BY



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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

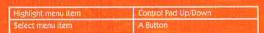
Skaleboard Control

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 Control

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







Starting The Game

- 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.
- 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.

Colick Store



- 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

Whiting

Use the Control Pad to make Pepper walk around.









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.





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



-



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.



Collecting Items



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

View Tracking 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

Paule



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

Guit

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 GAMEBOY 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.







frading 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.

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.





Only duplicate cards can be traded. The number of duplicate trading



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.





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 Conds

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







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