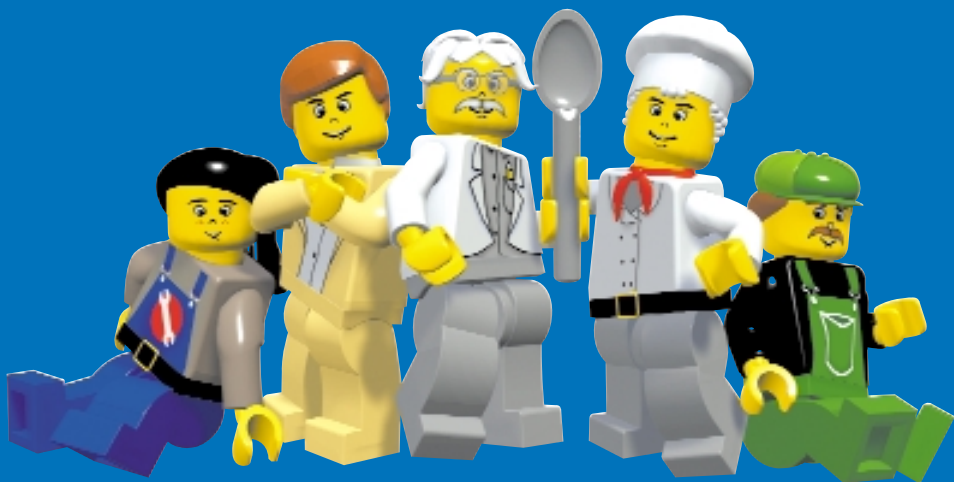# LEGO

LEGOLAND®

Instruction Manual

Thank you for buying LEGOLAND, just one of LEGO Media's great new software titles.

At LEGO Media, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

We are confident that LEGOLAND will bring you hours of enjoyment through the variety of rewarding activities it has to offer.

LEGO Software is all about fun, so if you love LEGOLAND just take a look through the enclosed brochure to get a taster of the other thrilling titles in our range.

Contents

Introduction

As the new Trainee Park Manager you have to design and build the best possible LEGOLAND Park that will hopefully keep your visitors happy and coming back in ever greater numbers.

The job isn't as easy as you'd think though, it's not just a case of getting a Ride or Attraction and sticking it in the Park and hoping your visitors like it – read on to find out more!

Jonathan Ablebody is based on a real Duty Manager at LEGOLAND Windsor, although in real life his name is Jonathan Robb.

Installation

Computer

100% Windows 95/98 Direct X 7.0Compatible Computer required.
Game not compatible with Windows NT, OS/2, Linux or Windows emulated
operating system.

CPU: Pentium II 233MHz or equivalent

Memory: 32MB RAM or higher required

Video: 4MB Direct Draw Compatible Video Card (Capable of 640 x 480 in
16-bit High color)

CD-ROM: 4x speed or faster CD-ROM or DVD drive required

Sound Card: 100% Windows 95/98 Direct X 7.0 Compatible 16-bit Sound
Card

Input Device: 100% Windows 95/98 Compatible Mouse and Keyboard

Direct X: Microsoft Direct X 7.0 (included on disc) and must be installed to
play LEGOLAND. Please refer to the **readme.txt** file contained on the
LEGOLAND CD-ROM for more information regarding Direct X.

Note: Your system may require the "latest" Windows 95/98 drivers for your
particular hardware. Contact your computer manufacturer to get your driv-
er updates.
The LEGOLAND CD-ROM has to be present in the CD-ROM/DVD Drive for the
game to run.

Installation: Minimum installation requires 150MB of uncompressed* hard
drive space. Maximum installation requires 301MB of uncompressed* hard
drive space.

*Uncompressed means that the hard drive has not been subjected to any form of file compres-
sion which allows the hard drive space to be increased. For example under Windows 98 the
option that would usually be used to perform this function would be DriveSpace.

Installation

After you have put the LEGOLAND CD-ROM in your PC the installation process should automatically start. If after a few seconds this doesn't happen, don't worry all you have to do is:

1. Close any open applications
2. Double-click to open 'My Computer' from your desktop
3. Double-click your CD-ROM drive labeled 'LEGOLAND'
4. Double-click 'AUTORUN.EXE'

You will then be presented with a menu with the following options:

INSTALL LEGOLAND
INSTALL INDEO   (This only appears if it's not already installed)
REGISTER
EXIT

Installing LEGOLAND

Choose INSTALL LEGOLAND from the menu. Installation is very simple, in fact mostly automatic! The software will ask you to select either 'MINIMUM' or 'MAXIMUM' installation. It will then ask for an installation path - just use the default one if you can.

Installing INDEO

If 'INDEO' is not installed on your computer, you will see 'INSTALL INDEO' in the menu. Without 'INDEO' installed, the movies will not play and the game will not work!

Register

You can click 'REGISTER' to register your new LEGOLAND software.

Installation

Starting LEGOLAND

There are several ways to start the game; the easiest is to put the CD-ROM into the drive and select 'PLAY LEGOLAND' when the menu pops up.

Alternatively, if the game doesn't autorun when you've put the CD-ROM in the drive:

1. Click START in the bottom left corner of the screen
2. Go into PROGRAMS
3. In the PROGRAMS menu find the LEGO MEDIA folder
4. Inside the LEGO MEDIA folder you will find a LEGOLAND folder that contains the start file called (unsurprisingly!) LEGOLAND

IMPORTANT NOTE - you will always need to have the original LEGOLAND CD-ROM in the drive to play the game, no matter what installation option you chose.

Uninstalling The Game

Removing LEGOLAND from your PC is very easy to do:

1. Click START in the bottom left corner of the screen
2. Go into PROGRAMS
3. In the PROGRAMS menu find the LEGO MEDIA folder
4. Inside the LEGO MEDIA\LEGOLAND folder is a file called 'UNINSTALL', click this to remove LEGOLAND from your PC

NOTE - the uninstaller will ask if you want to delete your saved games or player details. If you plan on installing the game again later you can pick up from where you left off if you keep your saved games and player details.

Installation

LEGOLAND automatically adjusts the resolution of your Desktop area to 640 x 480 to conform to the requirements of the game.

If the Desktop size does not return to its normal appearance then please see the following information on how to adjust the display properties of your system.

Most computers utilizing Windows 95/98 operate with a color setting of High Color 16-bit and the resolution set to either 640 x 480 or 800 x 600 (Individual Preference).

To change the settings, place your mouse pointer on a clear area within the Windows Desktop screen and using the right-hand mouse button, click once.

Using your left-hand mouse button, select 'Properties' from the menu that is displayed.

The 'Display Properties' option folder is now shown and you need to select the 'Settings' tab. Ensure that the Color Palette is set to High Color 16-bit with a screen resolution of 640 x 480 or 800 x 600 (Individual Preference).

Apply any changes and restart your machine if prompted.

So What's The Game All About?

Congratulations, you've just got the job as Trainee Park Manager! On your first day you go to visit your new LEGOLAND colleagues. You are welcomed into the Park by Jonathan, the Duty Manager, and he asks everyone to a meeting, not only to meet you but also to see the Professor's latest invention.

Well, it seems that the Professor has managed to invent a Time Machine – no one knows why (but then again none of his inventions ever work as planned)! Before you know it the Professor jumps into his machine and disappears in a blinding flash.

A few moments later he returns. Where (or I guess 'when') has he been? No one is really interested though as his Time Machine has managed to destroy your beautiful Park!

Try not to panic! The Professor thinks that he can fix the Time Machine by going back in time and using his trusty Duplicator Ray he can replace your broken Rides in a flash!

It's up to you to put everything back together again - from the design of the new Park to the building and maintenance of the Rides.

JP's favorite song is "I like to dance" from Tuff Stuff.

9

LEGOLAND Park Helpers

To help you make the best possible Park you have a special LEGO team at your disposal; each member is responsible for one aspect of Park design or construction.

Jonathan Ablebody

He is the Duty Manager in the Park and is your right hand man. If you encounter problems while building your Park or don't understand what to do, just ask Jonathan.

This Duty Manager graduated from the LEGO Park Academy top of his class and cares about just one thing – giving your visitors the best day out ever! His interests include mountain climbing, motorbiking with Biker Bob and collecting thank you letters from happy visitors.

Professor Voltage

You may not have realized, but every LEGOLAND Park has its own resident scientist whose job it is to invent fantastic Attractions and cool Rides – where did you think we got all that amazing stuff from!

The Professor has a mysterious past but his inventions, when they work, speak for themselves. The Professor has even developed a 'Ride Chamber' which uses special blueprints to construct your Attractions.

LEGOLAND Park Helpers

The Professor has developed all kinds of weird stuff, including the cool Destructa Bricks in LEGO Creator! One thing to watch out for though is that he is easily distracted by his own curiosity and that can lead to all kinds of trouble…

JP

She is one of the most talented mechanics we've ever seen! She can repair any Ride or Attraction should something go wrong! You can always spot JP, she always listens to her Walkman when she's working and carries her trusty screwdriver everywhere she goes. In her spare time JP likes to build amazing LEGO Technic gizmos that do all kinds of weird things, from unwrapping her favorite candy to flipping her out of bed in the morning ready for work!

Bob Longtree

He is the Park's most creative landscape gardener and loves to wear his trademark deerstalker hat! Bob knows absolutely everything about LEGO trees and flowers and can grow everything in record time. Bob studied under the gardener Charlie Chimmock, who cross-bred a rubber plant with a pine tree and made the world's first LEGO plants.

LEGOLAND Park Helpers

Bob is eager to make new LEGO plants and flowers to show off his horticultural prowess and likes nothing better than to build HUGE flower beds!

One thing to watch out for is that Bob sometimes falls asleep on the job, just keep an eye on him and he'll be fine!

Rosie

If you ever feel hungry just give Rosie a call. Trained by some of the finest cooks in the world, Rosie knows every technique for making great tasting, healthy food. Coming from the famous Brickolini family, Rosie is very accustomed to cooking for many hungry mouths. As long as she has enough restaurants and food kiosks she can keep everyone in the Park full of tasty food. In her spare time, Rosie enjoys reading the latest cook books and developing her own unique recipes.
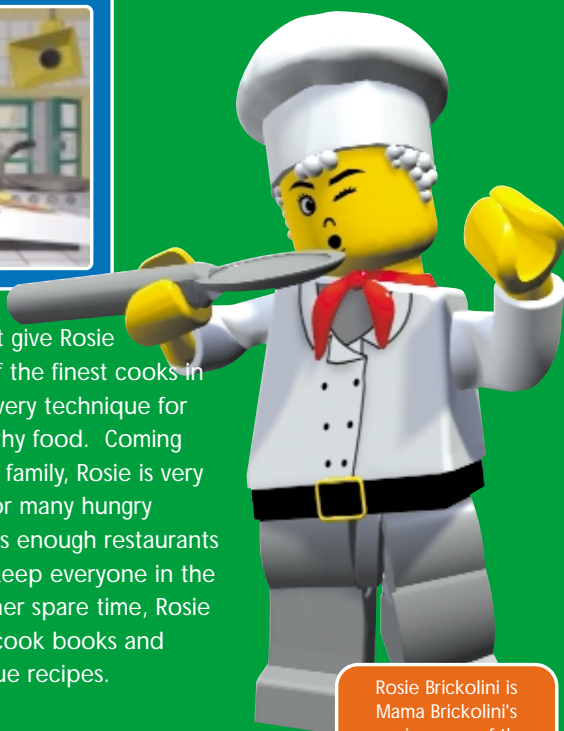
Rosie Brickolini is Mama Brickolini's cousin - one of the stars from the LEGO Island PC game
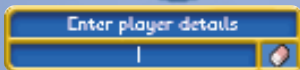
So What Do I Do Next?

Player Details
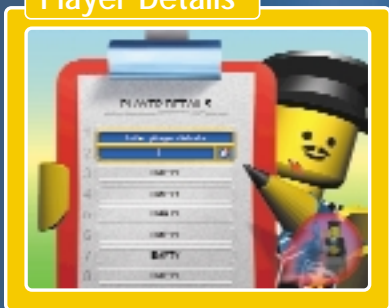
The 'PLAYER DETAILS' screen is the first you come to and it looks like the screen to the left.

Before you can design and build your Park you have to enter your name. This is easy to do:

1. Find an 'EMPTY' slot and click on it with the left-hand mouse button.

2. Type your name in the space provided.

3. Press ENTER on the keyboard to save your details.

4. Now find that you can click the 'THUMBS UP' button to move on to the main game screen.

The Main Game Screen

The main screen shown below, is pretty important because you can do all kinds of cool stuff from here.

Main Screen

The buttons available to you are:

Freeplay

This allows you to just build a Park without worrying whether the visitors are happy or not! Take a look at the section called 'FREEPLAY' later on!

Bob Longtree dreams of winning LEGOLAND's award for the best trimmed garden and moustache.

The Main Game Screen

Player Details

This takes you back to the PLAYER DETAILS screen where another person can put in their details and play the game.
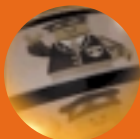
Load Game

This button will allow you to load a previously saved LEGOLAND game so you can pick up from where you left off.

Start Game

This button will let you start the game's tutorial levels or select the level of the game from where you left off.

LEGOLAND Video

This will take you to a screen that allows you to play a film from each of the real LEGOLAND Parks!

Game Exit

If you want to leave the game just click this button or just press the ESCAPE key on your keyboard.

Freeplay

In FREEPLAY you can build a Park without having to worry about the visitors or Park Inspector!

If you click on the FREEPLAY button you will get to the screen shown below:

Freeplay

The brilliant thing about FREEPLAY is that you can select the LEGOLAND Rides and Attractions you want and then design your own Park.

1. From the available Theme buttons just select the Rides and Attractions you want – a check mark appears next to your chosen items. If you decide you don't want a chosen item just click it again to deselect it.
2. Below the Theme menus is an indicator bar that tells you how many items you can choose – once it is full you cannot select any more.
3. When you are happy with your chosen Park objects just click the 'THUMBS UP' button to build your Park.
4. If you decide you don't want to use FREEPLAY just click the 'BACK-UP' arrow in the bottom left corner of the screen.

FREEPLAY and the Game are actually closely linked – the further you get in the Game the more Rides and Attractions become available to build in FREEPLAY!

16

The LEGOLAND Game

Click the START GAME button to find out what it's all about – designing and building your own LEGOLAND Park! The thing is, designing and building your own Park is a lot of fun, but you need to know what to do! So, Jonathan will teach you the most important things about the job – there are 5 tutorials for you to try your skills out on first!
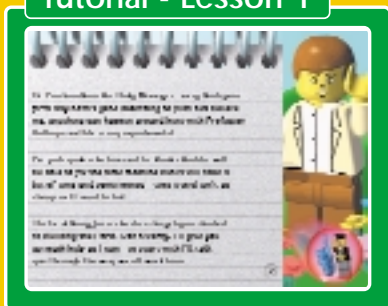
Select Tutorial Level
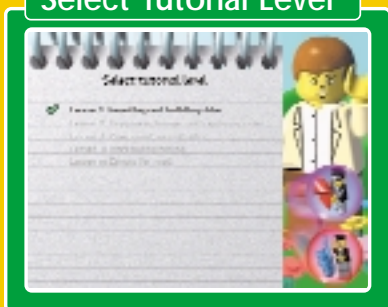
Lesson One, 'Building Rides', is already selected. Just double-click the lesson or click the 'THUMBS UP' button to move on. If you want to go back just click the 'BACK-UP' button.

If you clicked the 'THUMBS UP' button you'll see a screen similar to this one:

Tutorial - Lesson 1

This is the briefing screen where Jonathan will give you some information on what's been happening and instructions on what to do in the level. Listen carefully to what he says!

The LEGOLAND Game

Sometimes you may have to click the flashing arrow in the bottom corner of the notepad to turn the page – just follow Jonathan's instructions and you can't go wrong! Once you've finished listening to Jonathan you can click the 'THUMBS UP' button to start the game!

Once in the game you will see a screen like the one below:

Game screen
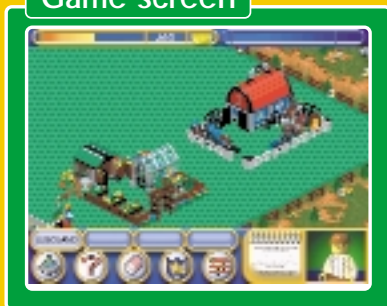
There are a several important buttons on this screen that will help you design and build the best LEGOLAND Park possible. They are:

Path

When you build any Ride or Attraction you need to make sure that it is linked to the main path or visitors won't be able to get to it! Use this button to make paths for your visitors.

Query Mode

By clicking on this button you can find out how happy and hungry your visitors are. You can also find out important stuff about your Park Attractions with this button – see QUERY Mode later on!

The LEGOLAND Game

Eraser

If you make a mistake don't worry, you can get rid of anything you build by using the eraser. Be careful you don't erase things by accident – especially Bob's flower beds!!

Map View

This will give you an overall view of your LEGOLAND Park, like you would see if you were flying over it! This is useful as you can see how well your Park is laid out or where Rides are breaking down.

Game Options

This is a very useful button and lets you QUIT, LOAD and SAVE games and also change the volume of the music and sound effects. See the section 'GAME OPTIONS' later.
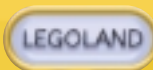
LEGOLAND Theme Buttons

There are 4 of these, but when you start only 1 is shown, the main LEGOLAND theme. These allow you to access many different themed items so you can add a wide variety of Rides and Attractions to your LEGOLAND.
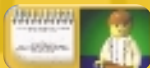
Information Console

The notepad on the left allows you to access the level briefing again – in case you need a reminder!
You can also access some playing tips should you get stuck – just click the notepad, then click the 'QUERY MODE' button

The LEGOLAND Game

Jonathan is in permanent contact with all the Park helpers and gives you the most important information from here. If you missed what he said, just click on him and he'll repeat it.

End Level
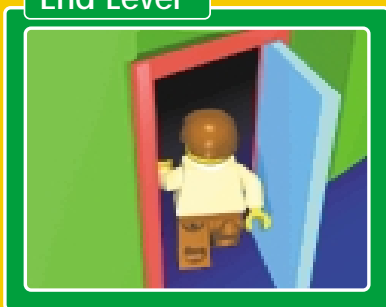
When you win a level you will see this picture of Jonathan going through a door. Just click on the picture when you are ready to move on to the next level or you can continue to build your Park. It is up to you!

Coin Bar

Your LEGOLAND Park needs a constant supply of paying visitors, without coins you can't develop or build new Attractions. The COIN BAR shows how many coins you have both as a graph and as a number.

Power Bar

On later levels you will need to use power stations to make the bigger and more exciting Rides function. You should aim to keep the POWER BAR in the central yellow. If the bar goes into the red section to the left you don't have enough power, too far into the green section on the right and you've built too many power stations and wasted your money.

Game Options

If you press the GAME OPTIONS button (left) you will get this screen (right):

Game Options

With the following controls you can change volume settings, load or save a game or quit.

Speech Volume

By moving this slider you can increase or decrease the loudness of Jonathan's speech.

Music Volume

By moving this slider you can increase or decrease the music volume.

Sound Effects Volume

This slider increases or decreases the loudness of the sound effects.

Game Options

Thumbs Up

This will return you to the game.

Save Game

This will take you to the save game screen so you can save your progress before finishing for the day.
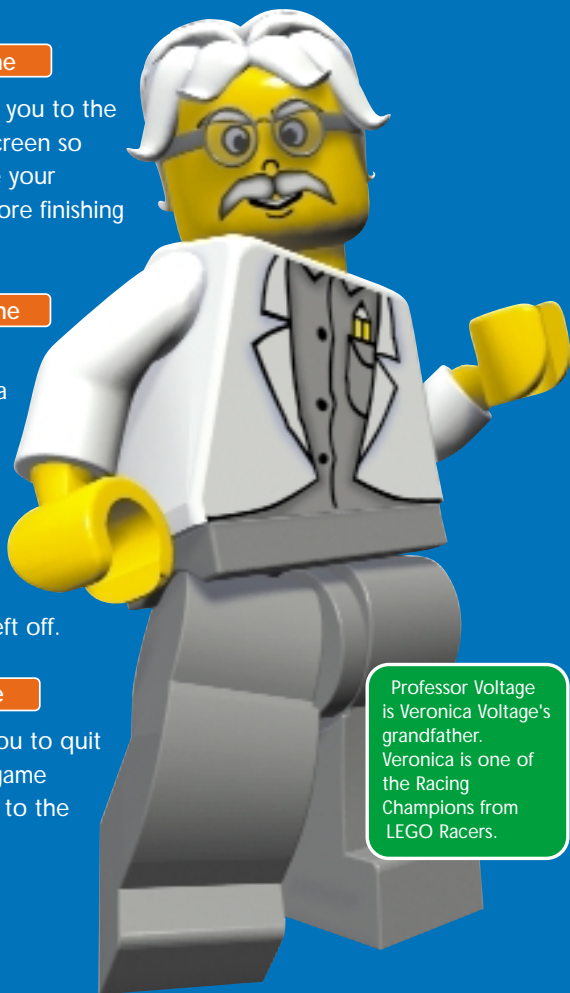
Load Game

This allows you to load a previously saved LEGOLAND game so you can pick up where you left off.

Exit Game

This allows you to quit the current game and go back to the Main Menu.

Professor Voltage is Veronica Voltage's grandfather. Veronica is one of the Racing Champions from LEGO Racers.

How To Play LEGOLAND

Mechanics Hut

To succeed in the game you must work closely with your LEGOLAND colleagues. Two of the most important are JP, the Mechanic, and Bob Longtree, the Gardener.

You can't repair or plant anything without the help of these two so keep them busy and be nice to them!!

Greenhouse

On most levels of the game you will find a Mechanics Hut and a Greenhouse, if you click on them you will produce a Mechanic or Gardener. Each time you click a building you get an additional helper, bear in mind that each helper costs 30 credits and you can have a maximum of 15 Mechanics and 15 Gardeners.

If you need to you can pick up your Mechanics and Gardeners and move them around the Park – this helps you repair Rides or grow plants very quickly, just click on the helper with your left-hand mouse button and they'll soon be flying around the Park!

If you decide you no longer need one of your helpers you can just put them back in their building – and get a refund for their original cost, too!

So How Do I Build Stuff Then?

When you start a new game just follow Jonathan's instructions and he'll talk you through what to do. After you have made a few Mechanics and Gardeners you can click the LEGOLAND Theme button to access your Rides and Attractions. While you design your Park, the Professor works in his laboratory developing things for you to build – every now and then you will get something new! The further you get in the game, the more things you'll get to build! New objects have a gold star on them, as shown in the screen below.

New Attraction

Every time a new Attraction is developed you'll see an information box like this that tells you all about it. Just click the X to close the information box.

New Objects

The other thing you will notice in the menu, next to the Rides, is a number - this is how much it will cost to actually build or plant the object. For example, a hedge costs 5 credits, two of the shops cost 25, and so on.

So How Do I Build Stuff Then?

Sometimes you might run out of money while in the middle of building something. If this happens you will see a flashing coin icon above the site, as shown below.

Run Out Of Money

If you don't have enough money to build an item it will be automatically grayed out. Watch the money bar carefully though, the more visitors you get the more coins you get!

To place something in the Park simply click the item in the LEGO Theme menu, for example LEGOLAND, then move the cursor into the Park – you will see the outline of the object attached to the pointer.

If there is enough room to build the object the outline is green, if you don't have enough room or there is something in the way, the outline is red and the cursor changes, as in the screens below.

Can Build Here

Can't Build Here

If you want to get rid of an Attraction, just click on the ERASER button and delete the object by clicking on it.

So How Can I Tell What's Going On?

An important part of the game is finding out how happy your visitors are. To do this you can use 'QUERY MODE', either click the large question mark button on the main interface or click the right-hand mouse button. All you then have to do is click on a visitor and you will get a pop up box similar to the one below:

This shows 2 LEGO mini-figure faces that change depending on how happy or hungry the visitor is. The happier the faces the better!!

There is also a quick way to find out how a visitor is feeling - just make sure you are in 'QUERY MODE' and put the mouse pointer over a visitor (you don't need to click the mouse button this time, though). You will get a small amount of information that looks a little like this:

Colin on the left is leaving the Park, while Rob is feeling OK, but he's not very happy - he may end up leaving the Park or go on a great Ride and end up really happy…it's up to you!

Repairing Rides

You can also use 'QUERY MODE' to take a look at Rides and Attractions to see how well maintained they are. On levels after the fourth tutorial you may notice that some of the Rides start to flash RED - this means that they need to be repaired by a Mechanic.

Repairing Rides

As long as you have some Mechanics in the Park, they will attend to broken Rides as quickly as they can. If you want a Ride to be repaired more quickly, just pick up a Mechanic and put her down on the Ride that needs repairing.

Repairing Rides will cost you. If you do not have any coins, put some or all of your Mechanics back in the hut to stop them from repairing Rides until you are ready.

The ERASER button can be used to remove broken Rides. Bear in mind that you will not get the full value of the ride back if you erase it while it's broken. You can use 'QUERY MODE' on an Attraction to see what its current scrap value is.

Batteries Not Included

The more successful your Park gets the more ambitious the Rides and Attractions become. Professor Voltage just loves inventing the coolest things to keep your visitors happy - and you, JP and Bob very busy!

Some of the bigger Rides that the Professor invents need to have a proper power supply, so in the third Tutorial you are introduced to Power Stations. As soon as you have to start using Power Stations the Power Bar in the top right corner of the screen is activated.

Not Enough Power
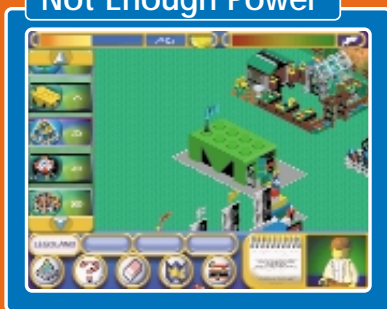
In the following screen you will see that if you put an Attraction in the Park without enough power the Power Bar goes all the way to the left and the object, in this example, the LEGO Media Shop will flash green and stop working. Some objects will also flash blue in the event of a power failure.

If you go into 'QUERY MODE' and click the flashing item you will get a pop up box similar to this one (left).

Batteries Not Included

Power OK

To end the power cut all you need to do is build a Power Station - as long as you have enough money! Once power has been restored the Power Bar goes back up and the Ride or Attraction will stop flashing.

Remember, without power many Rides won't work. If the Rides don't work then your visitors will get bored and unhappy and ultimately leave the Park.
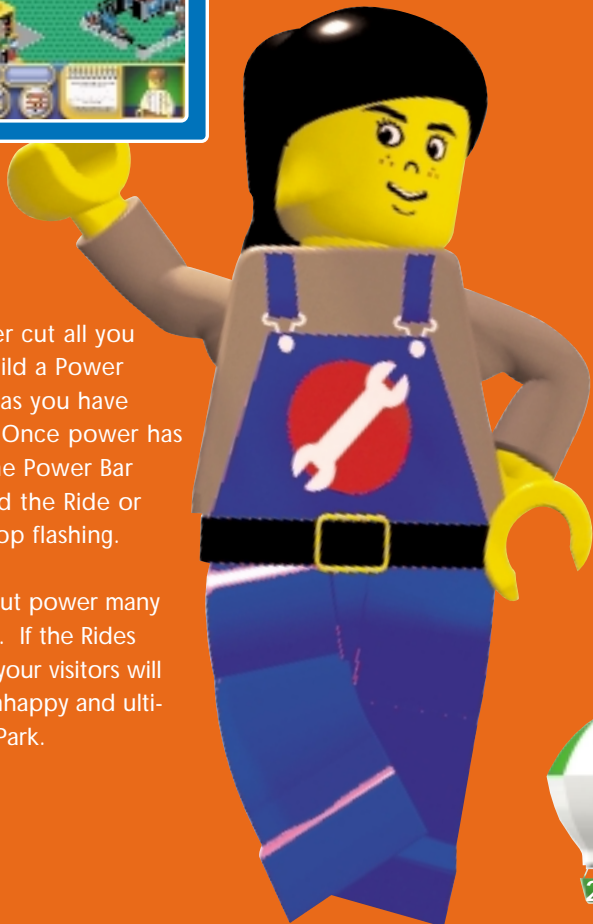
Well, I've Finished My Tutorials, Now What?

Congratulations and welcome to the world of LEGOLAND Park design and management! When you've gone through all of the tutorials it's time to put everything you've learned to good use – making a great LEGOLAND!

After you finish Tutorial 5 you will reach the Level Progression screen, it looks like this:

Level Progression

You can see in the top corner one of LEGOLAND's famous Mini lands. This represents your next challenge so double-click it or click the 'THUMBS UP' button to play.

You've probably noticed that there are 9 blank spaces – these are for levels that you will get to as you play through the game. As you win each level you will be rewarded with new Mini lands (also used as buttons for forth-coming levels).
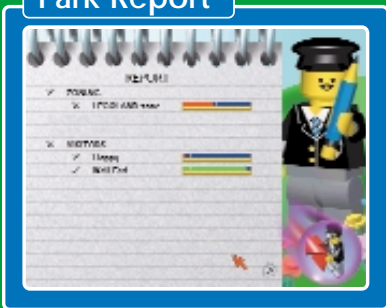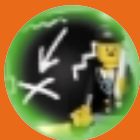
This button will take you back to the Tutorial Levels - just in case you need a reminder for how something works.

The Park Inspector

Yes, your LEGOLAND Park will be put to the test by Mr. Bimble, the dreaded Park Inspector! Actually, he's not too bad – he'll give you regular Park appraisals that pinpoint areas that need improvement. In fact, he will give you a Park Report that can be really useful! A Park Report looks something like this:
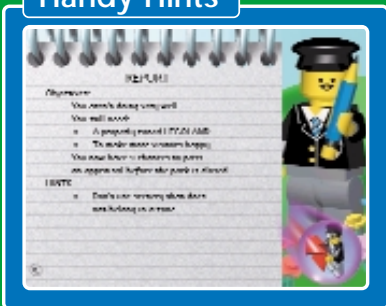
Park Report

The first part of the Park Report will show how well you are meeting your overall objectives for that level – using simple bar charts, checks and crosses. As long as you are getting checks instead of crosses you will pass the Inspector's appraisal!

If you aren't doing so well the Inspector will tell you what is wrong and also offer some hints on how to improve things.

Handy Hints

For most of the game you will receive a certain number of Park Appraisals from the Park Inspector – if you don't fix the Park within these appraisals he'll, gulp, shut us down!

Don't worry, with Jonathan's help and the Park Inspector's Reports you shouldn't have any trouble becoming the best LEGOLAND Park Manager in the World!

Good luck, remember it's a building experience!

LEGOLAND Park Manager Award

Successfully complete the LEGOLAND game and you will be rewarded with the BEST LEGOLAND Park Manager Award that you can print out and keep!

Watch out for Biker Bob in the game intro – he sneaked away from LEGO Creator just to be here!

LEGOLAND Game Credits

Senior Producer: Rob Smith
Assistant Producers: Paul Blair, Joe Palmer
Game Design: Paul Blair, Joe Palmer, Aron Phelan, Rob Smith
Sound Effects: Rob Smith
Animation Work: Jeppe Nygaard Christensen, Martin Gardeler, Terry Hylton, Martin Lanzinger
Testing and QA:
Tony Miller – QA Manager
Gary Simmons – QA Group Lead
Michael Ray – US Sr. Consumer Support Specialist
QA Testing:
Jonathan Hughes, Alex Mundy, Sophie Blakemore, Stephen Manners, Dwayne Buck, Dave Lace, Nicolas Doucet, Rob Marsh, Andrew Donnelly, Desmond Gayle
Culinary Consultancy: Sarah 'Spoons' Camburn
Developed by: Krisalis Software Ltd.
Project Manager: Andy Ware
Lead Programmer: Mark Rabjohn
Programmers: Narinder Basran, Damian McKenna, Richard Teather, Kevin Thacker, Andy Ware
Artists: Dave Colledge, Darren Hebden, Tracy Hudson, Rob Richardson
QA: Daniel Greene, Steve Sumner
Managing Director: Tony Kavanagh
Direct Music and Animation scores composed and produced by: David Punshon and Richard Wells
Animation Work: Artworld UK (+44 121 504 3820)
Storylines and Animation Director: Jon Harrison
Lead Animator: Dave Garbett
Assistant Lead Animator: Grahame Collier
Animation Team: Mark Harrison, Hearl Hutchinson, Simeon Hankins, Simon Scott, Rob Dorney, Stuart Barnicutt, Teoman Irmak
Lead Model Makers: Simon Scott, Ian Deary

Sound effects: John Saul
Storyboard Artist: Andy Payne
Professor Voltage Voice: Jon Harrison
Voice Actor: Justin Fletcher
Recording Studio: Matinee Sound and Vision +44 (0)118 958 4934
Engineer: Olly Poolman
Manual by:
Sarah Camburn, Laurence Scotford, Michael Ray
Published by:
LEGO Media International
Mark Livingstone – Worldwide Managing Director
Localization:
Michelle Richmond – Localization Manager
Production:
Nic Ashford – UK Logistics Manager
Karen DiFronzo – US Logistics Manager
International Marketing:
Petra Bedford – Marketing Director – Europe & Asia
Helen Nicholas – Marketing Manager – Constructive & Games
Ron Gibson – US Marketing Manager
Chad Pelletier – US Project Coordinator
Public Relations:
Jeff James – US PR Manager
Michael McNally – US Assistant PR Manager
International Sales:
Leah Kalboussi – Sales Director – Europe & Asia
Gregg Sauter – US Sales & Marketing **Director**
Additional Thanks:
Jonathan Robb, Lars Kolbeck, Nancy Nissen, Lisbeth Frolunde, Caroline Grahames, LEGOLAND Windsor, LEGOLAND Billund and LEGOLAND California.
Special thanks go to all the children who gave their valuable input throughout the development of this title.

Technical Support

If you are experiencing difficulties running LEGOLAND and need technical support, it may be a common issue that can be easily resolved. You should first check the **readme.txt** file on the LEGOLAND CD-ROM to see if it is a known issue. If so, follow those instructions to resolve it. If not, or if those instructions do not correct the issue, you should check our web page at www.legomedia.com, or you can e-mail us at the following email address: legomedia.americas@lego.com. At this point if you still have questions, you should fax us at 860-763-7850 or call us at 800-366-6062.

If you do contact us, 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 but not limited to:

Speed and manufacturer of your processor
Make and model of your sound card
Make, model and RAM of your video card/graphics accelerator card
Make, model and speed of your CD-ROM or DVD drive
Amount of RAM in your system
Any additional hardware and peripherals
And the exact error (if applicable)

NOTE: If you cannot locate any of your system information, please contact your computer vendor.

In the event you call, please be in front of your computer as it aids in troubleshooting the issue and increasing the likelihood of correcting the issue.

100% Satisfaction Guaranteed Or Your Money Back Offer

30 days Full Refund Guarantee.
If you are not completely satisfied with this LEGO Media product, you are entitled to return it within 30 days to LEGO Media for a prompt and full refund. Provided that the complete product is returned, i.e. undamaged, and includes all materials from the box you purchased, and provided that you present the original receipt. The above is in addition to, and does not affect, your statutory rights as a consumer.

Please contact Customer Services for details.

Epilepsy Warning

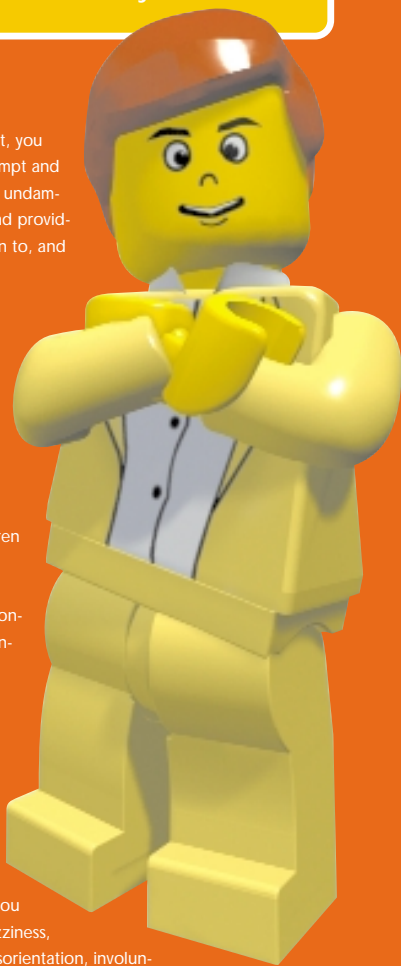Please read before using any video game or allowing your children to use it.

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.

games.