

Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 1

#### User interface Design:

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. At the bottom of the screen there are three objects: a minikit, a stud total counter, and a red brick. These three objects signify whether or not the player has found or achieved these things throughout the level. Underneath the objects the title of the level will be displayed. For this level the title is: Blockade Runner.

#### Animation:

At this stage, the only animated objects are the characters. The characters jump onto the boat to start the level. The boat is originally docked and when the characters jump on the boat, the anchor is raised and a new screen pops up.

#### Video:

The video at this point consists of the images of the blockade runner and the characters.

#### Sound Effects and Music:

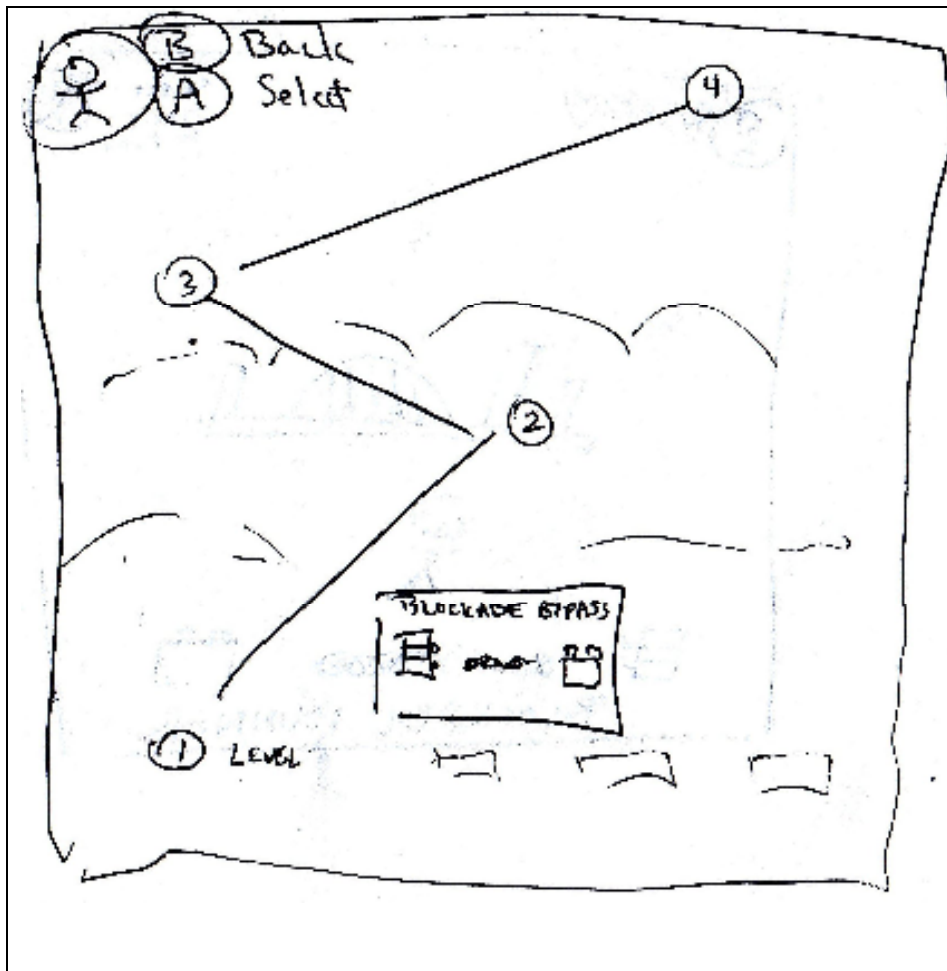
Footsteps are heard when approaching the boat from the Fort, background music is playing – it is soft and melodic, cannon blasts are heard in the background, an engine is churned to life when the player boards the ship.

#### Description

The setting is Fort Fisher. This is the initial screen where the player has to choose their mission. For this level, the player is choosing the Blockade Bypass level. The player will be outside the Fort and they will have to walk over to the Blockade Runner ship to start the mission. The characters in this level are Captain John Newland Maffitt and a Blockade Runner sailor. The first player will be playing as the Captain and the second player plays as the sailor. These two characters are historically accurate and the Captain was notorious for being able to get past the Union Navy at nighttime to deliver goods to the Confederate Fort Fisher. The goal of this level is to successfully defeat and outsmart the Union Navy and safely reach the shoreline of Fort Fisher.

#### Branching Information

Branches to screen # 2.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 2

User interface Design:

On this screen the upper left and right corners display the first and second player. After selecting to start the level by jumping on the boat, the screen now has instructions on how to continue. Select B to go back if you do not want to play this level. Select A to select one of the four levels. When a player selects a level the title of the level and an artifact box appears on the screen. In the artifact box are the following things: the minikit symbol, the stud total symbol, and the red brick symbol. Also, in this box is the title of the level "Blockade Bypass." The player must then select the episode to move on in the game.

Animation:

On the screen, the only animated object is the circle that moves from one episode to the other. When the circle highlights the Blockade Bypass episode a box appears on the screen.

Video:

The video at this point consists of the images of the blockade runner mission faded out in the background of the screen. There are four levels in this mission and the video shows the first level, "Blockade Bypass."

Sound Effects and Music:

When the player moves from one episode to the other to see the titles and artifact box, a cannon blast is heard. When the player selects a level, an engine of a boat turning on is played.

#### Description

The setting is Fort Fisher. In the background you can see the levels as places on the Fort Fisher map. In the top right and left hand corners you can see your characters which are Captain John Newland Maffitt and a Blockade Runner sailor. This screen shows you the four levels needed to be completed to successfully deliver supplies to the Confederate army that is stationed at Fort Fisher.

#### Branching Information

Branches to screen # 3.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 3

User interface Design:

On this screen the upper left and right corners display the first and second player. After selecting to the level that you are going to play, the screen dims and the following text is displayed on the screen. "Story Mode FreePlay." These two Modes of Play are presented in the center of the screen and "Story Mode" must be selected because the player can not play the "Free Play" mode until "Story Mode" is completed.

Animation:

On the screen, the player highlights the "Story Mode" text and presses the A button to select the level.

Video:

The video at this point consists of the images of the blockade runner mission faded out in the background of the screen and the text is presented on the screen.

Sound Effects and Music:

A horn blast is heard by the player when the selection is made as to what mode the player is going to play this level in at this time.

Description

The setting is Fort Fisher. The map is seen in the background.

Branching Information

Branches to screen # 4.

Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 4

User interface Design:

On this screen the upper left and right corners display the first and second player. After selecting the level that you are going to play, the screen dims and the player is presented with a screen that has images of boats at the bottom of the screen. At this point in the game there are a total of 7 circular icons centered in two rows at the bottom of the page. The first row has four icons, one is an icon of a blockade runner, the other is an icon of a rowboat, and the remaining two icons on this row have question marks in the circle. The second row that consists of three more icons also has question marks in their circles. The player select a boat from the icons on the bottom of the page by pressing the A button.

Animation:

On the screen, the player highlights the icon at the bottom of the screen that represents the boat that they want to use in this level.

Video:

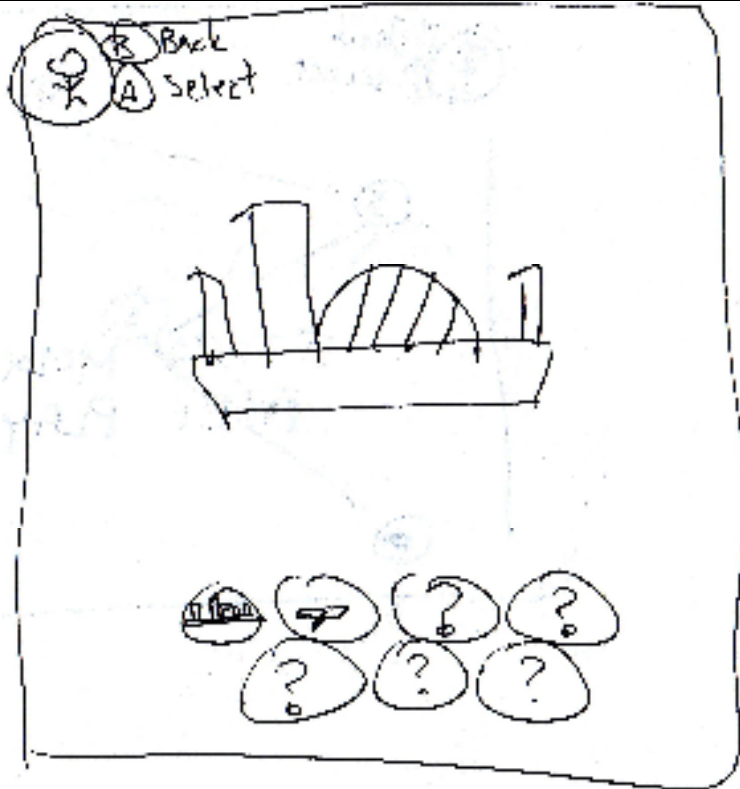
The video at this point consists of the images of the blockade runner boat in the center of the screen. As the player goes through the list of icons at the bottom of the page the center image changes to represent the icon that the player has just toggled over.

Sound Effects and Music:

When the player selects a boat a boat engine sound effect is played.

Branching Information

Branches to screen # 5.



Description

The setting is Fort Fisher. It is on this screen that you select which boat your character is going to be using. Given that this is early in the game, the players only have two options, the rowboat and the blockade runner ship. Both first and second player can be in blockade runner ships but they will not be on the same ship. They will be working together to accomplish the challenges presented in this level.

Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 5

User interface Design:

On this screen the image of the blockade runner is used. Text is used to describe the historical significance of this level and the goal of the level. The text will be typed onto the screen so that the player has to wait until the entire level outline is written before proceeding to the level game.

Animation:

At this stage, the only animated object is the text and the blockade runner that are located on this page. The blockade runner is puffing out steam and the rotors can be seen moving. The text is being typed on the screen and the player has to wait until it has been completely typed to move on to the level.

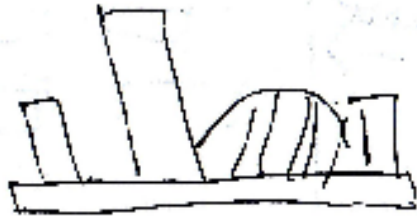
Video:

The video at this point consists of the images of the blockade runner and the text that describes the level.

Sound Effects and Music:

Keystroke sounds are made each time a letter appears on the screen. A March song is playing in the background. The song has trumpets and drums playing.

UNION SHIPS  
ARE MAKING  
IT IMPOSSIBLE  
TO GET TO  
FORT FISHER



... OUT SMART  
THE BLOCKADE  
TO DELIVER SUPPLIES ...

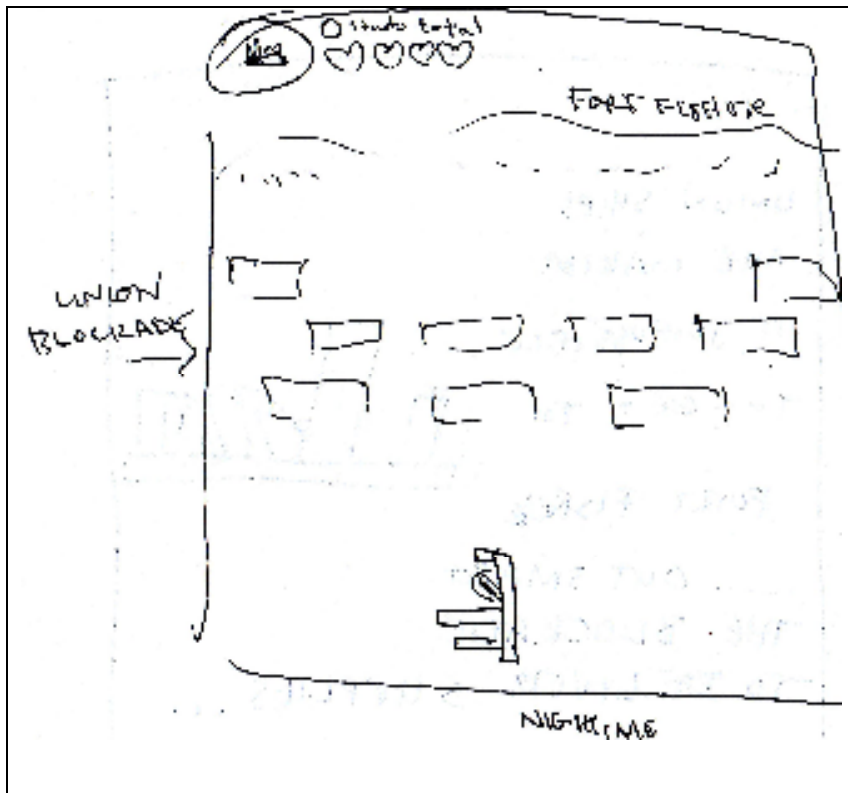
LOADING PAGE

#### Description

The setting is the Atlantic Ocean and the Cape Fear River. This is the historical significance screen. On this screen text appears that explains the level and the goal of the blockade runner in terms of NC history. The player is presented with an image of the Blockade Runner and told, "The Union Navy blockade is making it impossible for Confederate forces to receive supplies. It is important that the Blockade Runner Captain John Newland Maffitt reaches the shores of Fort Fisher because the Confederate army is running out of ammunition and supplies to keep the blockade of ships at bay. It is up to you to deliver the supplies to Col. William Lamb."

#### Branching Information

Branches to screen # 6.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 6

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner ships are animated so that they are moving towards the blockade of Union Navy ships. The Union navy ships and the blockade runners are producing steam. The front row of Union Navy ships is casting lights across the water in front of them.

**Video:**

The video consists of the blockade runner approaching the blockade of Union Navy ships.

**Sound Effects and Music:**

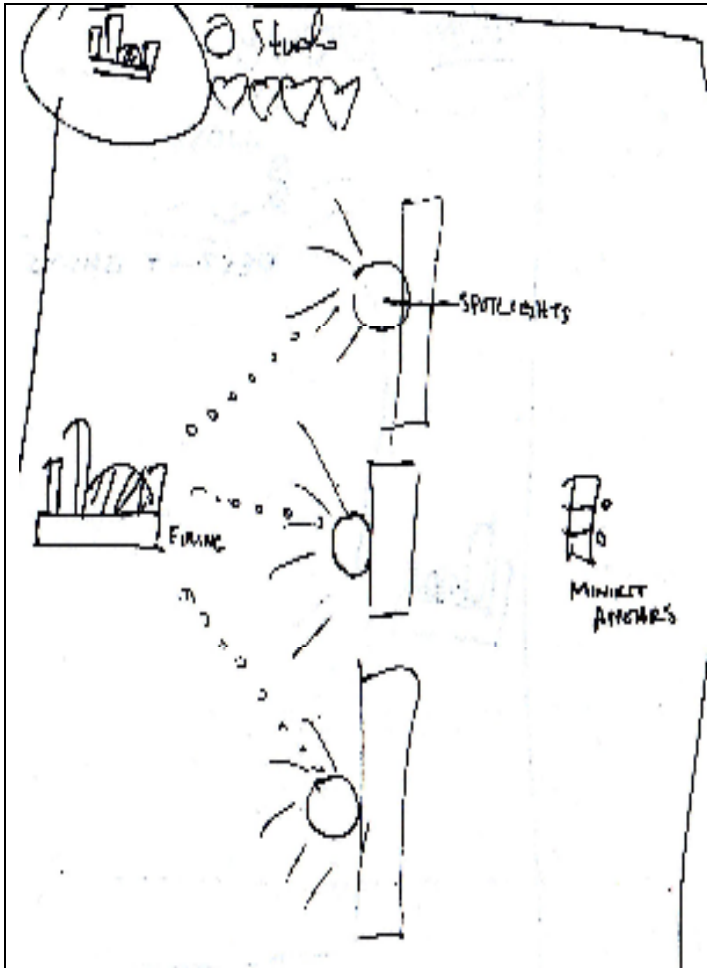
There is music in the background that consists of trumpets and drums, cannon blasts are heard in the background, the engine of the boats are churning, the waves are crashing alongside the boat.

**Description**

The setting is the Atlantic Ocean and the Cape Fear River. At this point Captain John Newland Maffitt is approaching the blockade of Union Navy ships in his blockade runner. The Captain can see that although it is nighttime, the Union Navy has spotlights casting light out in front to catch ships that are trying to sneak by in the dark shroud of night. If a second player is playing they are also playing as a fellow blockade runner.

**Branching Information**

Branches to screen # 7.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 7

User interface Design:

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

Animation:

The blockade runner ships are animated so that they are moving towards the blockade of Union Navy ships. The Union navy ships and the blockade runners are producing steam. The front row of Union Navy ships is casting lights across the water in front of them. When the blockade runner fires its cannons, cannonballs are sent flying out of the cannons of both the enemy ships and the blockade runner. When the spotlights are struck they explode and the Union Navy ships sink. A minikit piece appears when the spotlight ships are sunk. Studs are collected every time an enemy ship is sunk.

Video:

The video consists of the blockade runner approaching the blockade of Union Navy ships. Then the blockade runner attacks the Union Navy ships. A minikit piece appears when the spotlight ships are sunk.

Sound Effects and Music:

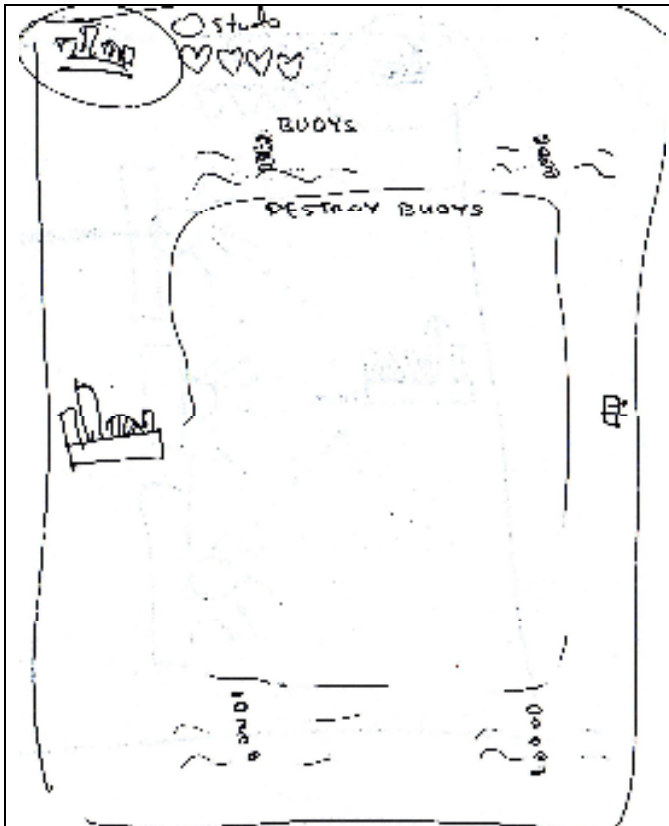
There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. When a cannonball strikes the spotlights or other objects an explosion sound is heard. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found.

Description

The setting is the Atlantic Ocean. At this point Captain John Newland Maffitt is approaching the blockade of Union Navy ships in his blockade runner. The Captain can see that although it is nighttime, the Union Navy has spotlights casting light out in front to catch ships that are trying to sneak by in the dark shroud of night. If a second player is playing they are also playing as a fellow blockade runner. Now it is time to fire your cannons at the first row of Union Navy ships to get rid of the spotlights. When the three ships are destroyed a minikit piece appears.

Branching Information

Branches to screen # 8.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 8

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner ships are animated so that they are moving past the wreckage of the first row of Union Navy ships. As the ships sink the blockade runners move to a screen that has four buoys on it. These buoys are bobbing up and down in the water. After running over the buoys with the blockade runner a minikit piece appears when they are sunk. Every time a buoy is sunk studs are collected.

**Video:**

The video consists of the blockade runner approaching the buoys and running them over to make them sink in the water.

**Sound Effects and Music:**

There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. When a buoy is struck a breaking glass sound is made. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found.

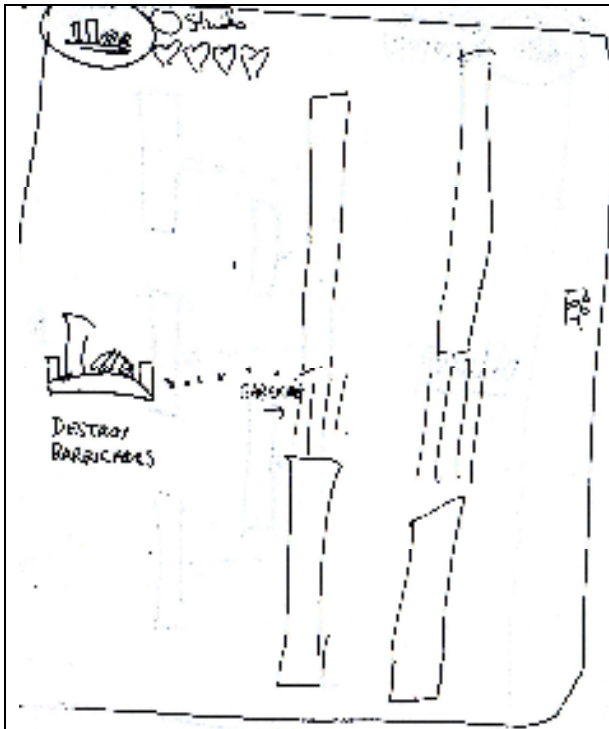
**Description**

The setting is the Atlantic Ocean. At this point Captain John Newland Maffitt has successfully defeated the first row of the Union Navy blockade. Now it is time to play a trick on the Union Navy blockade so that they have a hard time catching the blockade runner ships. Captain John Newland Maffitt runs his ship over the four buoys that are used to distinguish where sandbars are in the ocean. Without the buoys the Union Navy will run into the sandbar and be unable to move their boats to attack the blockade runners.

**Branching Information**

Branches to screen # 9.





Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 9

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner ships are animated so that they are moving past the wreckage of the sunken buoys. As the ships sink the blockade runners move to a screen that has two barricades that the blockade runners have to destroy. These barricades are attached between two Union Navy ships. After destroying the barricades a minikit piece appears when they are sunk. Every time a barricade is sunk studs are collected.

**Video:**

The video consists of the blockade runner approaching the barricades and firing cannonballs at them to make them sink in the water.

**Sound Effects and Music:**

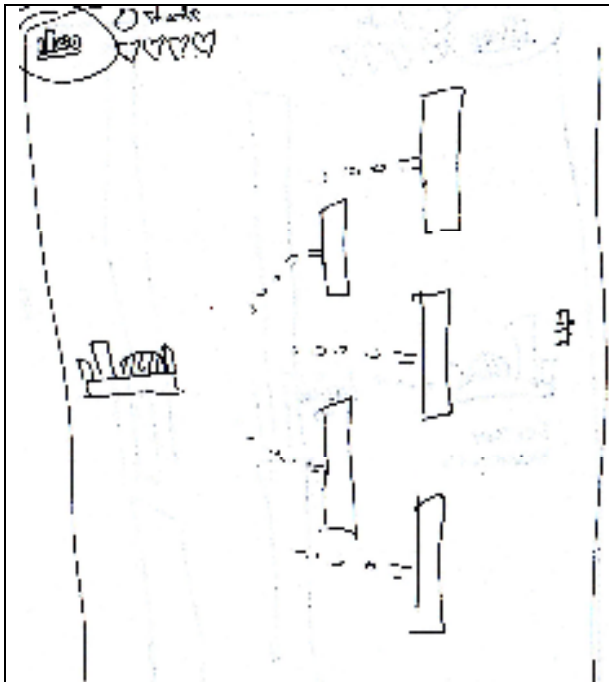
There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. When a buoy is struck a breaking glass sound is made. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found.

**Description**

The setting is the Atlantic Ocean. At this point Captain John Newland Maffitt has successfully defeated the first row of the Union Navy blockade and played a trick on the Union Navy blockade so that they have a hard time catching the blockade runner ships. Captain John Newland Maffitt now is faced with two barricades that he must destroy. Unfortunately, at this time the Union Navy is aware of the blockade runner's presence and they have begun to return fire on the renegade suppliers. Captain Maffitt must maneuver his blockade runner so that it is not sunk by enemy fire. At the same time he must destroy the two barricades by shooting the barricades with his own cannons. After destroying the barricades the blockade runners are able to scoot in between the Union Navy ships unscathed.

**Branching Information**

Branches to screen # 10.



Production Title: Lego NC History: The Battle for Fort Fisher  
 Screen # 10

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner ships are animated so that they are moving past the wreckage of the sunken barricades. As the barricades sink the blockade runners move to a screen that has two rows of Union Navy ships that are openly firing cannons at the blockade runners. In order to defeat the Union Navy the blockade runners must maneuver between the ships and make the ships sink each other. After making the Union Navy ships destroy each other by friendly fire, a minikit piece appears when they are sunk. Every time a ship is sunk studs are collected.

**Video:**

The video consists of the blockade runner approaching the two rows of Union Navy ships and firing cannonballs at them to make them return fire. Then the blockade runners maneuver between the ships and cause the Union Navy to sink each others ships.

**Sound Effects and Music:**

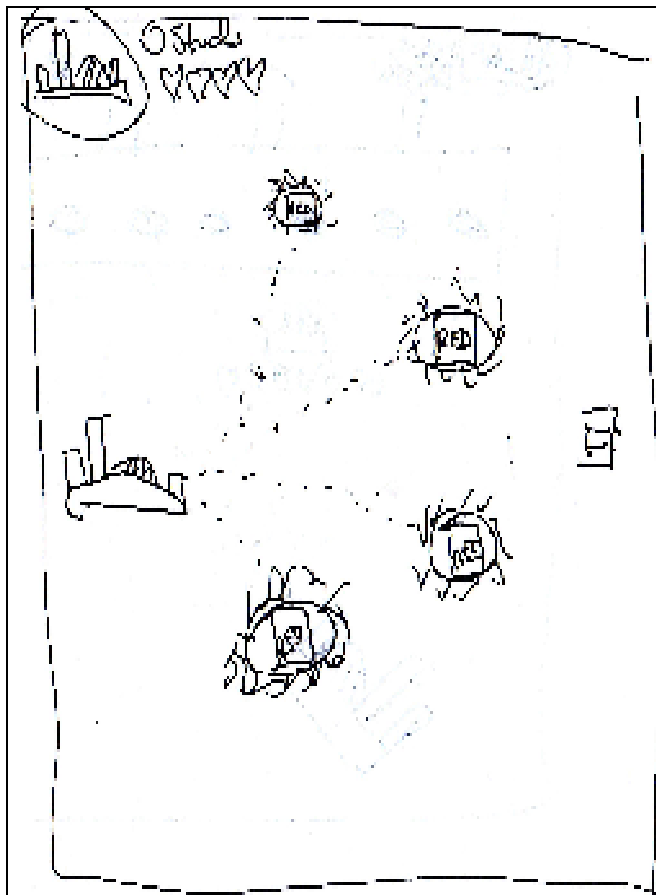
There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. When a bouy is struck a breaking glass sound is made. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found.

**Description**

The setting is the Atlantic Ocean. Captain Maffitt is now faced with his hardest challenge. He is now faced with two menacing rows of Union Navy ships. Captain Maffitt must maneuver his blockade runner so that it is not sunk by enemy fire. At the same time he must provoke the five Union Navy ships to fire at his boat. At the same time, Captain Maffitt maneuvers through the rows of ships dodging cannonballs and causing the Union Navy to accidently sink each others ships.

**Branching Information**

Branches to screen # 11.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 11

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner ships are animated so that they are moving past the wreckage of the sunken ships. Then there are four mines bobbing in and out of the water. In order to disarm each mine the blockade runner has to shoot the mine with a cannonball. The mines will be blinking red when they are armed. They will blink green when they are disarmed. After shooting all the mines and disarming them a minikit piece appears when they are sunk. Every time a mine is disarmed studs are collected.

**Video:**

The video consists of the blockade runner approaching four mines and firing cannonballs at them to disarm them and get rid of the potential threat of sinking blockade runner.

**Sound Effects and Music:**

There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. When a buoy is struck a breaking glass sound is made. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found. When a mine is disarmed a deep robotic voice will say "mine deactivated."

**Description**

The setting is the Atlantic Ocean. Captain John Newland Maffitt has successfully avoided capture and he is successfully getting closer to the five mile radius of the Armstrong guns and Whitworth cannons of Fort Fisher. Unfortunately, Captain Maffitt has just stumbled upon the armed mine field. Captain Maffitt must successfully disarm the mines. The easiest way to do this is to fire cannonballs at the mines from a safe distance. Once the mines are struck they will be disarmed and they will no longer be a threat to the blockade runners that are trying to get through to Fort Fisher.

**Branching Information**

Branches to screen # 12.

Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 12

User interface Design:

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases. At this stage, an icon will appear at the top of the screen that has a picture of the battleship and six hearts underneath the icon.

Animation:

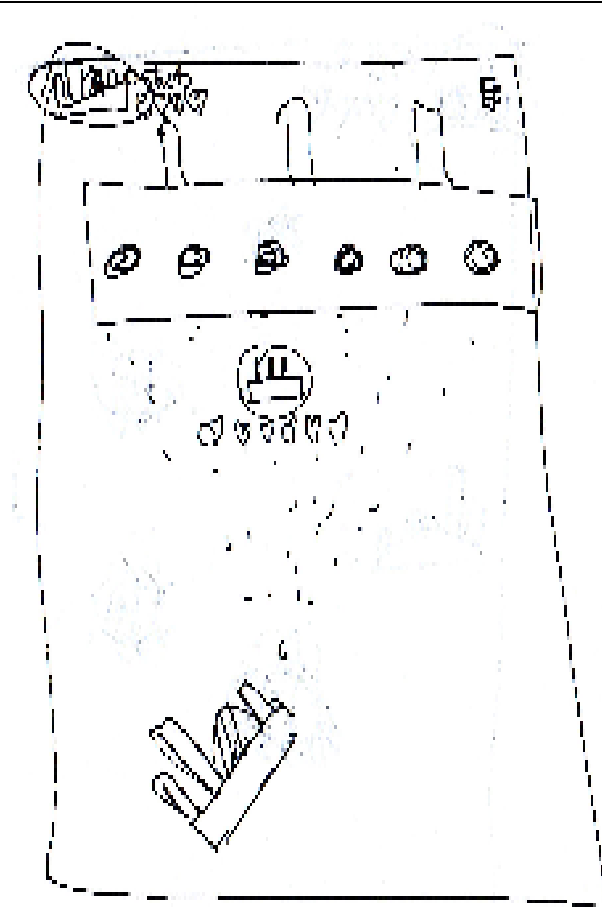
The blockade runner ships are animated so that they are moving past the disarmed mine field. As the blockade runner exits this portion of the journey to Fort Fisher, the blockade runner moves into a screen where a huge battleship is blocking any further advances towards Fort Fisher. The battle ship is firing guns and cannons at the blockade runner. On the front of the battleship there are six blinking lights (cannons). After destroying the battleship by firing at and destroying all six cannons (blinking lights) a minikit piece appears when the battleship retreats. Every time a cannon is destroyed studs are collected.

Video:

The video consists of the blockade runner approaching the battleship and firing cannonballs at it to make the battleship cannons explode. Upon successfully defeating the six cannons the battleship retreats.

Sound Effects and Music:

There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. When a buoy is struck a breaking glass sound is made. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found.

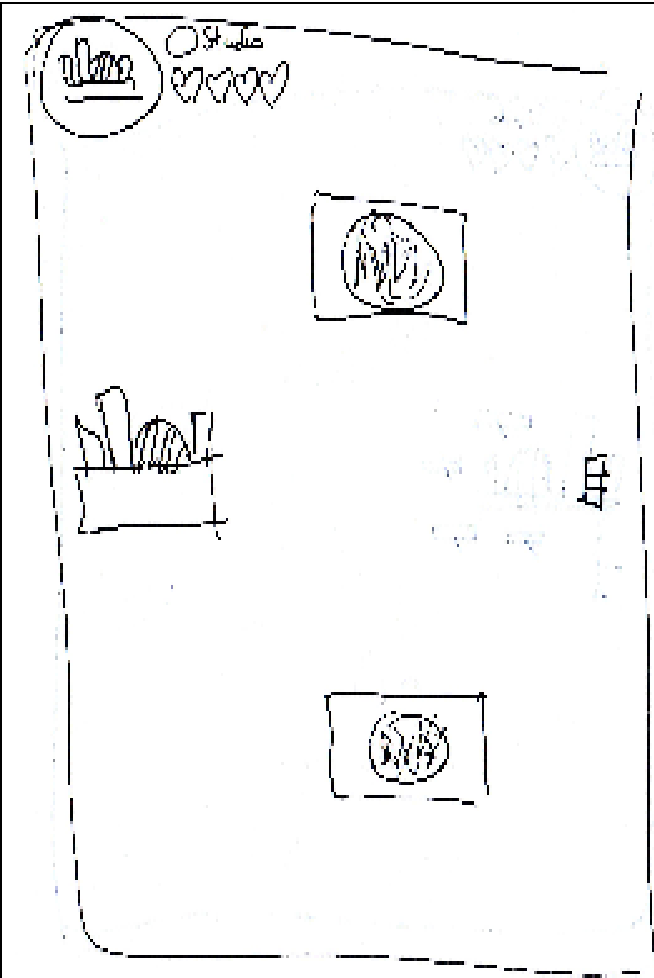


Description

The setting is the Atlantic Ocean. Captain John Newland Maffitt has successfully avoided capture and he is successfully getting closer to the five mile radius of the Armstrong guns and Whitworth cannons of Fort Fisher. Captain Maffitt has successfully disarmed the mine field but a bigger obstacle lies in front of the heroic Captain. Captain Maffitt must now defeat a Union Navy battleship. In order to defeat the battleship that is blocking any further advances towards Fort Fisher. The battle ship is firing guns and cannons at the blockade runner. On the front of the battleship there are six blinking lights (cannons). After destroying the battleship by firing at and destroying all six cannons (blinking lights) the battleship retreats.

Branching Information

Branches to screen # 13.



Production Title: Lego NC History: The Battle for Fort Fisher  
 Screen # 13

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner ships are maneuvering through the treacherous Atlantic Ocean waters and they have now found the two signals that need to be lit on fire to alert the lookout at Fort Fisher that a blockade runner is close to shore. The signals are floating on the water and they burst into flames when lit. After lighting both signals a minikit piece appears. Every time a signal is lit studs are collected.

**Video:**

The video consists of the blockade runner approaching the signals and setting them on fire to alert the lookout at Fort Fisher.

**Sound Effects and Music:**

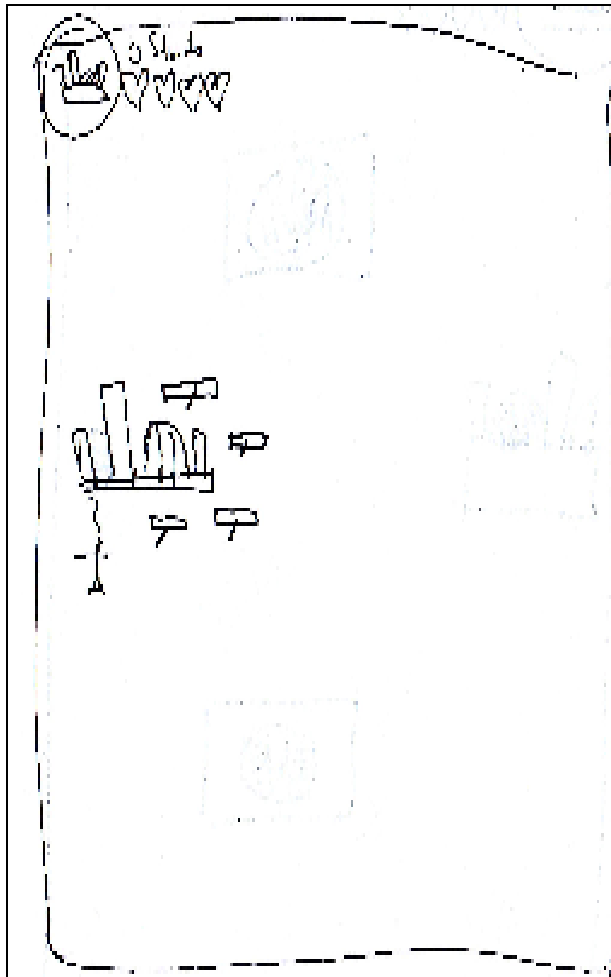
There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. When a buoy is struck a breaking glass sound is made. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found. Lighting the signals sounds like crackling firewood.

**Description**

The setting is the Atlantic Ocean. Captain John Newland Maffitt has successfully avoided capture and he is successfully getting closer to the five mile radius of the Armstrong guns and Whitworth cannons of Fort Fisher. Captain Maffitt now has to successfully light the alert signals. The alert signals are positioned on two floating docks. Each dock has a metal center dish in the center where wood is waiting to be lit. Light both of the signals to alert the Fort Fisher lookout that a blockade runner is within the five mile radius of the Fort Fisher shoreline. That way, the Confederate troops can protect Captain Maffitt from any Union Navy ships that decide to risk being destroyed to come after him.

**Branching Information**

Branches to screen # 14.



Production Title: Lego NC History: The Battle for Fort Fisher  
 Screen # 14

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner ships are now at a safe place to anchor there ships. The blockade runner ships will drop their anchors in the water. Captain Maffitt and the other blockade runner sailors will now lower row boats into the water. After the row boats are lowered, the sailors will put the supplies on the row boats and three sailors will get in each boat.

**Video:**

The video consists of the blockade runner dropping anchor. Then the row boats are lower and the supplies are put on the boats.

**Sound Effects and Music:**

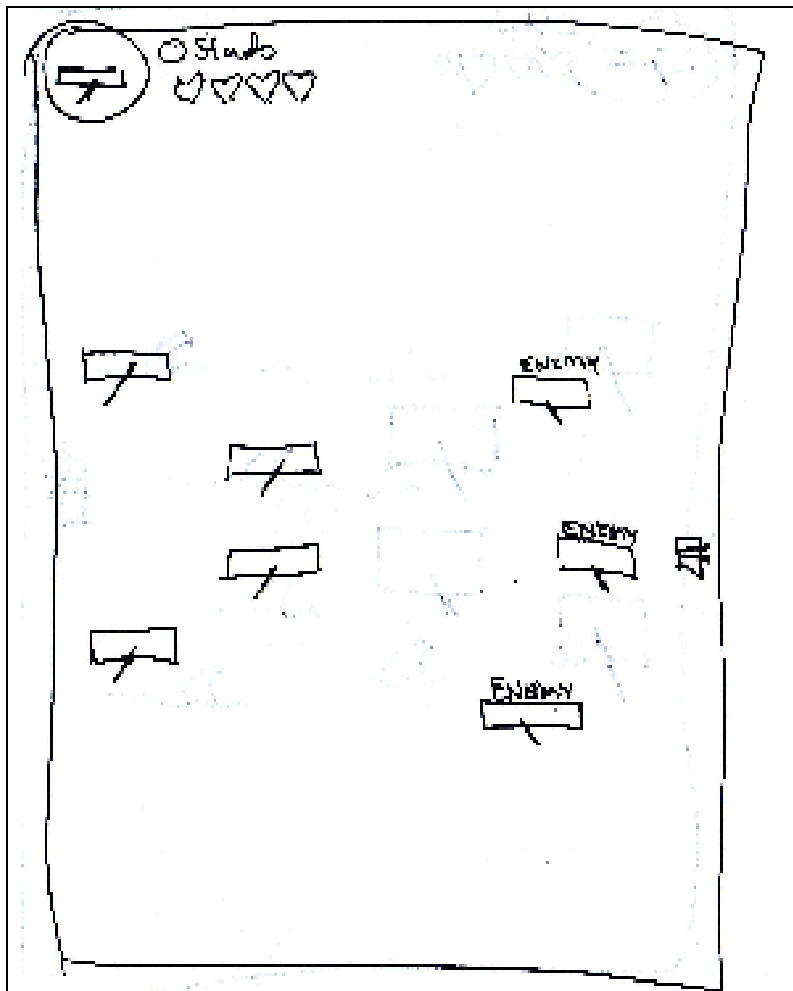
There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat.

**Description**

The setting is the Atlantic Ocean. Captain John Newland Maffitt has successfully avoided capture and he is successfully within the five mile radius of the Armstrong guns and Whitworth cannons of Fort Fisher. Now Captain Maffitt has to abandon his blockade runner because the inlet is too shallow to take the ship through. The rest of the journey is completed on row boats. So, Captain Maffitt drops anchor and lowers his row boats into the water. All the supplies are then transferred to the row boats by sailors and three sailors man each boat. It is Captain Maffitt's responsibility at this time to make sure that all four boats with supplies make it to the shores of Fort Fisher.

**Branching Information**

Branches to screen # 15.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 15

User interface Design:

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

Animation:

Now there are four row boats that are being navigated to the shores of Fort Fisher. Captain Maffitt and the second player's boats are out front. These boats are important because they carry weaponry and they can defend against any type of attack. Three enemy row boats appear and Captain Maffitt has to shoot holes in the boats with his gun to make the enemy boats sink. By successfully defeating the enemy boats a minikit appears. Studs are collected every time an enemy boat sinks.

Video:

The video consists of the blockade runner row boats moving closer to the shoreline. Then three enemy row boats appear. A short battle ensues between the blockade runner sailors and the Union Navy sailors.

Sound Effects and Music:

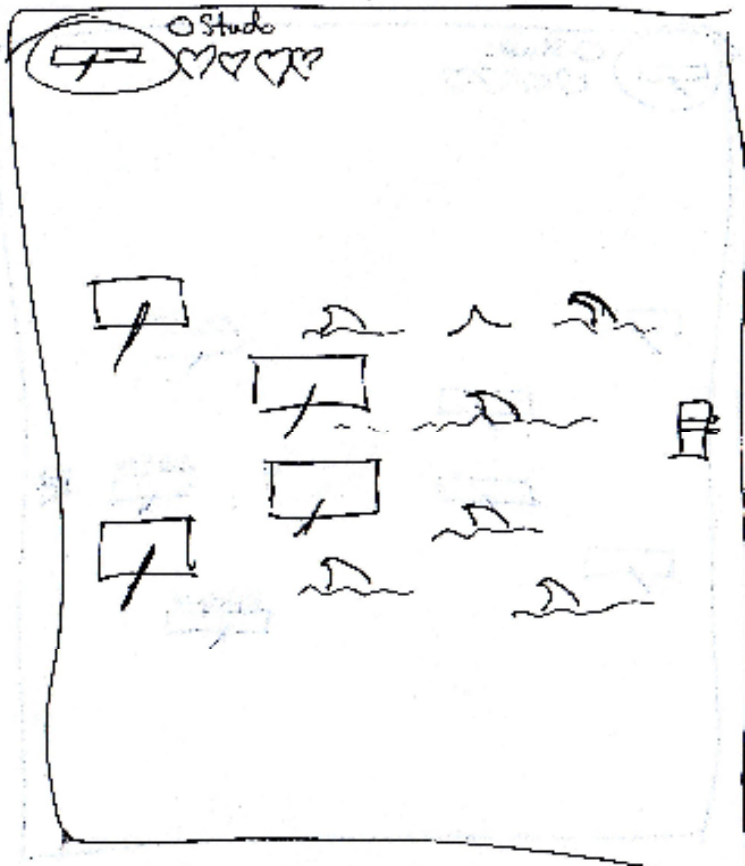
There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. Gun shots are heard when the blockade runner sailors, enemy sailors, and Captain Maffitt fire their guns. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found.

Description

The setting is the Atlantic Ocean. Captain Maffitt's responsibility at this time is to make sure that all four boats with supplies make it to the shores of Fort Fisher. Now there are four row boats that are being navigated to the shores of Fort Fisher. Captain Maffitt and the second player's boats are out front. These boats are important because they carry weaponry and they can defend against any type of attack. Three enemy row boats appear and Captain Maffitt has to shoot holes in the boats with his gun to make the enemy boats sink. By out maneuvering and avoiding being sunk themselves, Captain Maffitt must sink the enemy boats and get out of there before more Union Navy sailors surprise them before getting to land safely.

Branching Information

Branches to screen # 16.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 16

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The blockade runner row boats are now safe from enemy attacks, but forces of nature are still a problem. The wind is blowing hard and waves are rocking the row boats. Sharks are now present in the waters. Oarsmen have to fend off the sharks by striking them whenever they are near the row boats. After fending off nine sharks a minikit appears. Each shark that swims away provides studs to be collected.

**Video:**

The video consists of the blockade runner row boats being beat up by the wild ocean waves and the wind. Then sharks arrive and the row boat oarsmen have to defend the boats from being capsized.

**Sound Effects and Music:**

There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning off in the distance, the waves are crashing alongside the boat. A loud thud sound is heard when the oars connect with the sharks' bodies. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. Cash register sound every time studs are found. Wind is whipping around the boats.

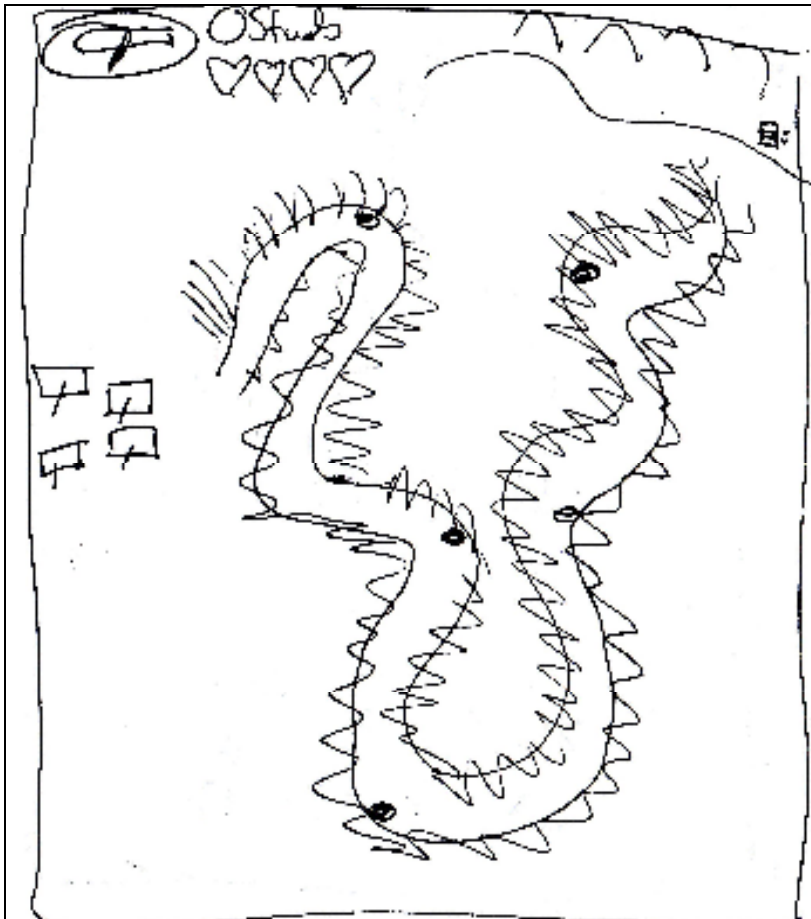
**Description**

The setting is the Atlantic Ocean. Captain John Newland Maffitt has successfully avoided capture and he has defeated the last line of attack from the Union Navy blockade sailors. Unfortunately, the ocean is harsh and the wind is as wild as the waves. The waves are crashing against the row boats and the oarsmen are struggling with keeping the boats from capsizing. To make matters worse, six sharks have appeared and they seem agitated by the presence of the row boats. In order to defend the boats from shark attacks, the oarsmen work together to strike the sharks when they get close to the row boats. This makes the sharks go away.

**Branching Information**

Branches to screen # 17.





Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 17

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

Now the waves are calming down because the row boats have made it to the marsh area right in front of Fort Fisher. There are tall grasses that make it hard to see around the boats. There are floating mines throughout the marsh maze to ward off enemies. The tall marsh grass is swaying in the wind. When you get to the end of the maze a minikit appears.

**Video:**

The video consists of the blockade runner row boats maneuvering through the marsh maze to get to the safety of the Fort Fisher shoreline.

**Sound Effects and Music:**

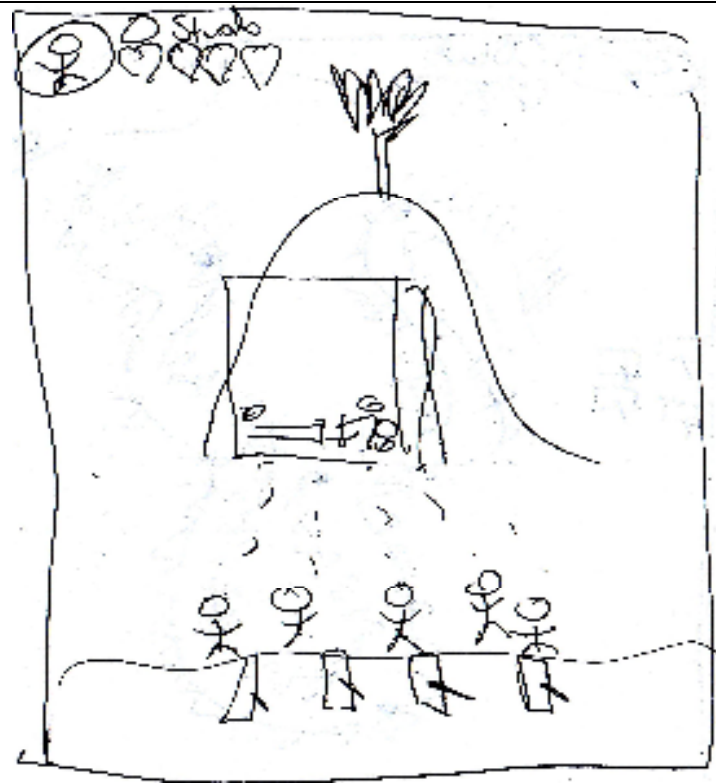
There is music in the background that consists of trumpets and drums, cannon blasts are heard when the blockade fires or the enemy ships fire at the blockade runner, the engine of the boats are churning, the waves are crashing alongside the boat. Cymbals crashing together are used as the sound effect to notify the player that a minikit piece has appeared. The wind is blowing in the background.

**Description**

The setting is the Atlantic Ocean. Captain Maffitt's responsibility at this time to make sure that all four boats with supplies make it to the shores of Fort Fisher. Captain Maffitt and the second player's boats are out front. These boats are important because they carry weaponry and they can defend against any type of attack. Captain Maffitt must now lead the boats into the marsh maze that is located in front of Fort Fisher. Captain Maffitt must successfully get through the maze without running into sandbars or mines that are hidden in the maze. That is why it is important not to go the wrong way.

**Branching Information**

Branches to screen # 18.



Production Title: Lego NC History: The Battle for Fort Fisher  
Screen # 18

**User interface Design:**

On this screen the upper left and right corners display the first and second player. The life of the character is represented by four hearts. The total number of studs is located above the four hearts and as you collect studs the number increases.

**Animation:**

The row boats glide up to the shoreline and the sailors and Captain Maffitt unload the supplies and ammunition. The sailors carry the supplies to a nearby bunker. After putting all the supplies in the bunker, Captain Maffitt lights the signal on top of the dune to alert the Fort Fisher lookout. Then Captain Maffitt and the other sailors enter the bunker and the level is concluded and the screen fades to black.

**Video:**

The video consists of two row boats landing on the shoreline. Unloading the boats, lighting the signal, and going into the bunker to wait for reinforcements.

**Sound Effects and Music:**

There is music in the background that consists of trumpets and drums, the waves are crashing alongside the boat. The wind is blowing in the background. When the signal is lit it makes a fire crackling sound.

**Description**

The setting is a Fort Fisher bunker. This is the termination screen of this level. Captain Maffitt has successfully guided the row boats to the shoreline of Fort Fisher. Now, the sailors unload the supplies and ammunition and store them in a nearby bunker. After all supplies and materials are safely put away, Captain Maffitt lights the signal to alert the Fort Fisher lookout that they are safely on land. That way when day breaks, Confederate soldiers can meet the Captain to make exchanges of goods and supplies and pay them for their services.

**Branching Information**

Branches to end of the level fade to black screen.