

COURTYARD - AMENDMENTS

GETTING ONTO BALCONIES:

Upon arriving in the courtyard, the player will be presented with a number of CRATES/SKIP BINS. And a **COURTYARD DOOR**, handle-less and jammed shut on her side.

As the door is jammed, the player will have to perform two or three small, faintly ridiculous jumps to reach the highest crate - simply because there will be nothing else for them to do, and trying to get to the balconies will be the most logical route..

- obviously the highest crate will have to be higher than Lara's standing jump distance otherwise the point of the exercise will be somewhat defeated.

(PERHAPS LARA SHOULD TALK THE PLAYER THROUGH THESE, IN SOME CLEVER FASHION., i.e., not 'press x twice to jump)

ONCE UPON THE **HIGHEST CRATE**, Lara will now have the available option of making a jump/step onto the **FIRST BALCONY**, the entrance to which will have no protective railing on it. (too make it more obvious)

N.B. also, it's probably a good idea if the crate is considerably lower than the walls so that the player don't get any funny ideas about jumping straight out of the courtyard.

Once on the **FIRST LEVEL BALCONY**, Lara will have to do a number of small jumps and grabs, over damaged parts of the balconies, holes, etc and climb up a ladder to reach the **SECOND BALCONY**. ALL BALCONIES NOW EXTEND THE FULL WIDTH OF THE BUILDING.

SECOND BALCONY:

FROM THE **SECOND BALCONY**, THE PLAYER CAN **EXIT THE COURTYARD** IF THEY SO DESIRE.

BUT THERE WILL BE A POLICEMAN PATROLLING THE STREET BELOW. THERE WILL ALSO BE DIALOGUE: 'THERE'S TO MANY POLICE', if the player tries it, FOR A COUPLE OF GOES, until it finally gives up.

There is no apparent access to the balcony above.

Less experienced players can then choose to go into the backstreets having at least gained a basic working knowledge of how to jump and grab.

IF the player doesn't reach the FIRST CRATE, a Short setpiece will ensue:

SHORT SETPIECE:

This will revolve around a cat or some animate object flying out of a box, under a tarpaulin, that sort of thing.

This will startle Lara, and consequently in the next few minutes, a POLICEMAN will arrive, poking about with his 'nightstick' (oof) and a torch. If he doesn't see anything, he returns back to his van.

THIS CONSEQUENTLY OPENS THE COURTYARD DOOR FROM THE OUTSIDE AND THE SUPER-SPAKKA PLAYER CAN PROGRESS.

It was discussed that perhaps the copper will not enter the courtyard until Lara is detected to be, to some degree, **HIDDEN** (like standing behind the crates).

This is because obviously, if Lara is spotted, then the copper is going to cart her off. If this is unavoidable, then we simply move Lara through to the ESCAPE FROM VAN cutscene, I presume. (the old stealth cutscene)

Right back to **SECOND BALCONY:**

On the second balcony, the player will have access to the **DESERTED BEDSIT ROOM**. This contains the OLD WADROBE. The more advanced (or inquisitive) player will note that they can **PUSH THE JAZZ MAG BOX AROUND**. (wahey!)

If they **PUSH** the jazz mag box out onto the balcony, they will then be able to **STAND ON IT** (programmer permitting) And then **PULL DOWN** the ladder from the **THIRD BALCONY**.

THIRD BALCONY:

Has no access to **FOURTH BALCONY** (the ladder is broken), but you can see a door up there. The player must edge around the

building lip (-remember : this is advanced optional area) - and climb onto the **DRAINPIPE**.

The drainpipe comes away from the wall, bringing down some masonry with it, consequently you can now climb to the roof proper.

N.B. THE BREAKING MASONRY will again alert the policeman with the torch, who will OPEN THE COURTYARD DOOR, so you now have the two routes to leave to the backstreet.(over the wall, or through the door)

THE ROOF:

Water tower on the roof, nice views, as a little pressie for getting up there.

Around the BACK of the water tower is a **TOOLBOX**. Lara can OPEN THIS, and inside will find a **SCREWDRIVER**.

The **SCREWDRIVER** can be used to prize open the **wardrobe** in **OLD BEDSIT ROOM** to gain extra cash/valuables for pawning.

Lara can work her way off the roof via the **FOURTH BALCONY**, And will now have access to the door, a small communal **BOG** room. In a cabinet (or somewhere) she will find a bit of dirty old tramp bandage she can use for medical stuff.

Then she's off down through the balconies and out onto the backstreet (boys) area.

NEW ROUTE:

It will now be possible to climb down the BACK OF THE BUILDING. This will be a benefit to EXTRA UPPER BODY STRENGTH, although the previous exit (in the courtyard) will still be valid. Point being that when you're on the roof it will look like, (Although it may not be) it is easier to get down the other side.

This may also make it easier to stealth past the police in the alleyway.

The back route leads to the same street the courtyard leads to, just a bit further up. (closer to the derilict building)

GENERAL STUFF DISCUSSED:

Neon signs flickering on and off

Puddles on floor

Cats/ little animated objects, pigeons, maybe while your on the drainpipe just to freak the player.

Police cars going past with their great big blue and red flashing lights illuminating Lara.
Moonlight casting shadows.

Lights in buildings going on and off. Silhouettes of people procreating under the eyes of an ever watchful god.