

TRAINING STUFF (YOU LOVE IT):

These documents will be available for various arguments through the duration of Tuesday..

DURING THE INITIAL START GAME CUTSCENE, where some of the intervening time between Lara being crushed by an 80 million ton pyramid and arriving in Paris is explained, a new element will be introduced in the form of:

THE SHAMAN:

This twisted old fruit (visual description to be decided, so for the minute think glasshoper out of KUNG FU) is linked in some way to THE TRIBE which Lara has joined after her unfortunate crushing.

The tribe to all intents and purposes is nomadic and may have traveled great distances, henceforth meaning that the training area doesn't have to be set in Egypt. This basically gives us a choice as to the location and nationality of the shaman. For instance, he could be a gentleman from New York, called Morpheus.

ANYWAY, in the initial cutscene, shaman bloke is seen to be giving Lara some sort of AMULET, possibly in a type of ceremony.

He will mention how it will give her insights into her own powers, and will strengthen her in times of need..

THE INVENTORY:

So when the game is started, THE AMULET will be in there, in whatever form the inventory may end up looking like.

THE AMULET:

The AMULET contains two bars either side of the central motif, BLUE AND RED (possibly), but more of that later.

If it is selected from the menu, you will, move to some sort of screen depicting a choice of training 'zones'.

There will only be one zone available at the start of the game, the 'poof zone'.

THE TRAINING ZONE:

The poof zone is the first segment of THE TRAINING ZONE. This exists in Lara's memory, and is played out flashback style.

The idea is that she is being trained in some large cave/temple, by THE SHAMAN.

THE POOF ZONE:

This is the bottom level of the cave/whatever and the start of the training. Perhaps there are closed off areas within this zone, and the first test will be to walk forwards or something.

IT SHOULD BE NOTED THAT MOST PEOPLE AGREED THAT THE FIRST TRAINING AREA SHOULD BE OPENED AUTOMATICALLY, for instance when Lara messes up her first jump or something, it will slip into flashback - the poof zone, and the player will be required to complete that, to initially introduce the player to the concept of the training zone.

In this first area a cutscene will introduce THE SHAMAN, and set him up as your tutor, i.e. 'for the first task glasshopper, you shall walk to that wall (etc.)'

It will become apparent to the eagle eyed player that there are further 'levels' above the initial poof zone, that cannot be accessed from the poof zone. You could perhaps picture these as ledges around the perimeter of a tall cave.

These higher ledges are inaccessible from the poof level, and will only be revealed to the player if THEY ACCESS THE AMULET FROM THE INVENTORY.

After the first AUTOMATIC training area, the player will be made aware that they can access new training area through SELECTING THE AMULET IN THE INVENTORY.

TRAINING AREAS WILL SLOWLY BECOME AVAILABLE AS THE PLAYER PROGRESSES THROUGH THE GAME. EG. IF LATER ON IN THE GAME, LARA MUST TRAVERSE A CLIMBING SECTION, THE PLAYER WILL BE

MADE AWARE THAT A NEW 'CLIMBING TRAINER SEGMENT' IS NOW ACCESSIBLE. Not sure how we do this whether it be a little baldy floaty shaman head, or a booming obi wan voice.. or the central motif/jewel glows like a little firefly.

The more difficult the move, the higher up the cave likkle Lara will start, y'know, like the top of the cave will be the hardest move trainer. The player will also have the benefit of being able to drop down to 'lower' training areas, i.e you will be able to drop from the 'hard zone' (top), to the 'poof zone' (bottom), but if you are in the poof zone, there is no access UP, unless you proceed further into the game and are rewarded with the next training level.

Does that make sense? Probably not.

RIGHT, back to the AMULET -

The OTHER thing about the amulet, is that the blue and red bars on either side of it represent the STRENGTH / MENTAL attributes that were previously argued about. The player fills these bars by performing certain set tasks within the game environment, when the player has enough PHYSICAL/MENTAL strength to upgrade on of their skills and if they are climbing for example, the grip bar will have an extended area in red, if the player presses the AMULET? Button the PHYSICAL strength stored will be transferred into the grip bar, allowing Lara to climb that bit further. This method goes for all the upgradeable skills. The AMULET could also appear briefly if a new training lesson is unlocked, giving the player a visual clue.

I think that's just about that, tell me if we've missed anything..