



PLEASE NOTE: ON ABOVE DIAGRAM SERPENT ROUGE AND PAWN SHOP HAVE BEEN SWAPPED AROUND FOR GAMEPLAY PURPOSES. ALSO, THE FORMER RENNES ESCAPE TUNNEL HAS NOW BECOME LARA'S END OF LEVEL ROUTE OUT TO THE RIVER AS THE POLICE SURROUND THE SHOP.

PARIS GAMEPLAY - BACKSTREETS

The Start

Lara starts the level inside a disused railway Carriage within an old railway siding. The only clue she can find from Von-Croys diary is the name **BOUCHARD** a local crime boss.

The Tramp (1)

A tramp has a makeshift home (a cardboard box) in the siding, if Lara approaches the tramp he will be nasty "get off my land" that sort of thing, if Lara is nasty back he will tell her to piss off.

If however Lara is *nice* he will give Lara some info on the café owner "he's a nice bloke, always got a hot drink for me when I visit" type of thing.

Mr Dealer (2)

Lara can exit the siding by heading up a maintenance stairway, this leads into a seedy back alley filled with rubbish, Lara will bump into a dealer type character. If Lara talks to the dealer and asks him about BOUCHARD he will tell her about BOUCHARD owning LE SERPENT ROUGE club down on "Old Kent Road", now Lara needs to find "Old Kent Road" and LE SERPENT ROUGE. Nice.

Janice (3)

Lara sets out to find LE SERPENT ROUGE, when she does it's crawling with police, they've cornered the club off and wrapped police tape around everything, Janice stands near the club entrance, she's a very nosey character if Lara talks to Janice she will give her the full story about the club being closed and about the murder, she will also mention that Bouchard has disappeared but is still rumoured to be in the area, hiding like a big baby.

The three story paths

Lara/the player now has three story paths to chose from.

Note:the player can avoid talking to all of the above characters and still progress to the three story paths with only one exception, this is just the best way to play it.

IMPORTANT NOTE:

There are now TWO available routes into LE SERPENT ROUGE, one from PIERRE and one from BERNARD (the old janitor). They will BOTH have keys to the old club, EXCEPT that BERNARDS got the one to the downstairs/wine cellar, and PIERRE has the ones to the bar. There will be different obstacles depending on which route you take.

1. The bloke in the park (BERNARD) (4)

n.b - it has been discussed that BERNARD is now the café owners FATHER, they are both having some fucking crappy little domestic about who's money it is hidden in the club. - Bernard, it should be noted also, used to be the

janitor at the serpent rouge. Whereas Pierre/café owner used to work behind the bar, on occasion.

For added excitement we discussed the possibility of them possibly meeting up occasionally and having arguments, to give the impression that people are going about their everyday duties *within* the game world.

Lara can only meet this guy if she's talked to Janice first.

e.g - if Lara approaches him and hasn't spoken to Janice, Bernard will be monosyllabic. If Lara HAS spoken to Janice, then when she approaches him, she will greet him with 'i've just been speaking to Janice - she sent me to see you'...

Lara asks him about BOUCHARD and if he knows his current whereabouts, Bernard tells Lara that he does know where Bouchard is hiding but will only tell Lara if she does a little task for him to gain his trust. Bernard gives Lara her task which is to break into the old Serpent Rouge club and find a stash of money (800.000.000fr?) he'd left there, him and his son had been running a scam before the club was closed down and he's too scared to go back and get it.

IF LARA GETS THE MONEY AND GIVES IT TO HIM, he gives her a password (written in a New York accent) that she can then give to the bouncer who will let her in his 'front exit'.

2. Pierre The Café owner

He will also tell Lara about the money (800.000.000fr?) at the old club, and knows of Bouchard's new location. Pierre is adamant that the money is his and not his father's, he will also get Lara access to see Bouchard if she gets the money for him (via the climbing round the roof/apartment).

3. The Bouncer (Tiny)

Tiny stands behind the gates at the old church, if Lara talks to him and is nice he will allow her to pass and see Bouchard but for a price (1000.000.000fr?), Lara is skint so she must find the cash at the Serpent Rouge (800.000.000fr?) plus another 200.000.000fr? by pinching a few items and pawning them at the pawn shop or winning a bet with one of the heavies inside the Gym.

Inside the Gym

Lara can enter the old church (upstairs) at any time, she will meet the coach and can place a friendly wager that she could knock out his prize champ within one round, if she wins he will give Lara his gold watch, she can then use this to pawn for cash towards the bouncers fee. Nice.

n.b. at present, the fight in the church has been visualised as a cutscene, rather than using any hand to hand combat system - but, obviously if everybody prefers a playable fight, then THAT'S THE WAY TO GO. Bearing in mind what might happen if she gets beaten, though..

FIGHT CUTSCENE:

Upon entering the church, Lara would initially move into conversation with the coach, and having goaded him enough, we would move to some sort of cutscene -

The coach will be noising up his fighter something rotten 'he will kill you, allez allez vous-on, un concierge, (etc.)

As she climbs in, the boxer will be sizing her up threateningly, the coach screaming his head off. Lara looks unconcerned.

Lara does a triple back rainbow back zippy kick and fells him instantaneously, before he even gets his guard up.

Lara climbs out of ring, coach quickly gets his watch off and hands it to Lara. Back to game.

n.b. we kind of put this in for a bit of levity, but it may be out of character for Lara to be so tough at this phase. Dunno, ask Murti.

PAWNABLE ITEM AREA:

Put your eyes at the map diagram, at highest segment of document. Focus. Scan. See the blue stripey bit? Good. That is the PAWNABLE ITEM AREA.

In this area, we'll have a bit of jumpy jumpy climby to get some extra stuff, derilict rooms, wedding rings that have opposed gravity and been sucked UP into guttering,

presents in chimneys that have been abandoned by father Christmas, a soda stream, a crystal ornament in the shape of some dolphins swimming, etc..

This is necessary to get the cash to bribe the bouncer.

THINGS TO TELL YOUR MUM WHEN YOU GET HOME:

Referring to getting extra cash for bribing bouncer, we discussed Lara breaking into occupied houses where perhaps the owner is in the toilet or something, and nicking money off tables, out of drawers, etc.