

## ASSASSIN – ANIMS AND BASIC FIGHT SCRIPT.

ANIM TYPES INCLUDE :

STANDING WITH MACHINE GUN (MG) AND PISTOLS(P)  
WALKING WITH MG + P  
JOGGING WITH MG + P  
WALKING SHOOTING WITH P  
WALKING SHOOTING SIDEWAYS WITH P  
KNEELING SHOOTING WITH MG + P  
STRAFING WITH MG + P  
SHOOTING AROUND CORNER WITH MG + P  
KICKING OPEN DOOR WITH P  
UPENDING TABLE WITH P  
SHOOTING FROM BEHIND TABLE WITH P  
WOUNDED LEFT ARM WITH P  
OTHERS TO BE DECIDED

START..... ASSASSIN WALKS ONTO SCENE LOOKS AROUND THEN TAKES COVER  
(INGAME CUT)

AREA 1

GUNFIGHT WITH LARA.....MACHINE GUN ONLY.  
ATTACKS WILL INCLUDE SHOOTING AROUND CORNERS (THIS ALSO WORKS FOR  
DOORWAYS / LARGE BOXES ETC.).....STANDING AND KNEELING ATTACKS.  
WHEN ASSASSINS HIT POINTS ARE DEPLETED BY A THIRD HE WILL RETREAT TO AREA  
2.

AREA 2

AT THE START OF AREA 2 WE SEE THE ASSASSIN'S MACHINE GUN RUN OUT OF  
BULLETS...HE THROWS IT AWAY AND DRAWS HIS PISTOLS (INGAME CUT)  
ATTACKS WILL INCLUDE SHOOTING AROUND CORNERS....KICKING OPEN A DOOR FOR  
A SURPRISE ATTACK..... UPENDING A TABLE AND USING IT FOR COVER – THIS CAN  
USE THE KNEELING SHOOT OR A HIDE BEHIND THE TABLE ANIM SHOOTING WILDLY  
INTO THE ROOM.  
WHEN THE ASSASSIN'S HIT POINTS ARE DEPLETED BY 2 THIRDS WE SEE HIM  
WOUNDED IN THE LEFT ARM AND RETREAT TO THE THIRD AREA.

AREA 3 (FINAL AREA)

AT THE START OF AREA 3 THE ASSASSIN IS WOUNDED (OBVIOUSLY) AND CAN THUS  
ONLY USE 1 PISTOL.HE SHOULD RETREAT SLOWLY TOWARDS THE EXIT OF THE LEVEL  
AND TAKE A STAND AT THE TOP OF A FLIGHT OF STAIRS BLOCKING THE PLAYERS  
ACCESS TO THE EXIT. WHEN HIS HIT PONTS REACH ZERO HE WILL DIE IN  
SPECTACULAR FASHION ON THE STAIRWAY(TO HEAVEN)..(INGAME CUT).

LARA WILL THEN RETRIEVE THE WALKIE - TALKIE FROM HIM...THE ONE IN HIS  
POCKET THAT YOU CAN'T QUITE SEE AT THE MOMENT.