

The Dig Site – ammended game-play.

- \* Make fences around the dig hole taller and made from wire mesh, place a gate at each end of the bridge.
- \* Place the generator inside the spare hut and a template electric swich.
- \* Add a poster of one of the symbols in the cabin with the computers, it could be pinned up on the notice board.
- \* Expand the climb down scaffolding so that it takes longer and is more interesting, we should include jumps and collapsible walkways.
- \* One of the walkways could be raised, forcing lara to kick it down to progress.
- \* Once on the dig floor, a pushable object (crate) could be used to allow Lara access to the free-climb wall area, you can't reach the free-climb from the floor.
- \* The free climb wall should be to the right of the exposed butress. Lara climb path should be non-linear allowing for dead ends and longer routes, remember to place safe ledges at strategic points to allow Lara to rest, eventually she reaches the underside of the bridge, from here Lara can monkey swing under the bridge to the other side.
- \* Lara can now climb up onto the bridge and go and have a look at the top of the butress, there is a sealed opening that she must open using the puzzle lock device. Also in this area lies a button switch that activates a small lift (see below).
- \* from the bridge Lara can also free-climb around the wall and land on the butress supports, she must use the small lift to allow her to jump from the support and grab onto the lift, from the lift she can walk onto the scaffolding and find the puzzle lock device.
- \* the top of the butress should be fenced off and a plank placed from the bridge to the scaffold.
- \* the floor just between the top of the scaffold and the floor with the puzzle lock needs removing to stop the player just climbing up.