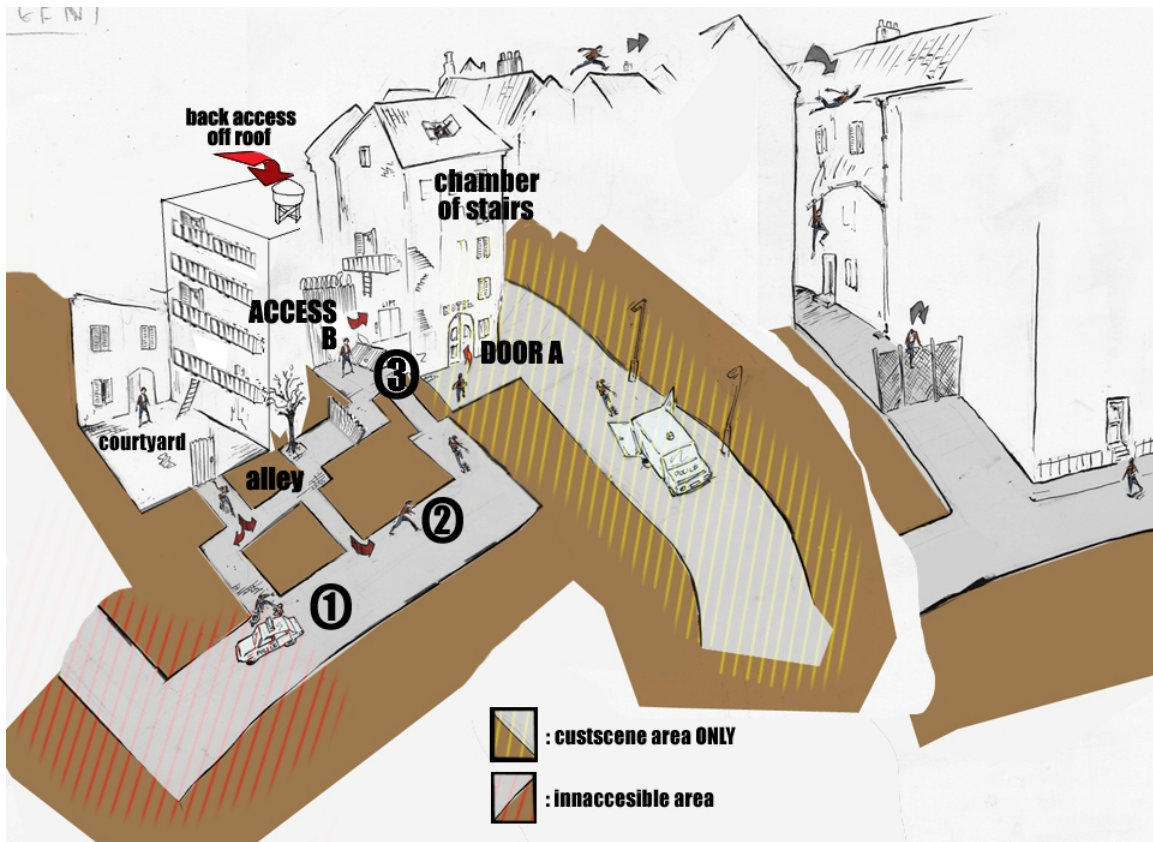


PARIS LEVEL: SEG 2 : STEALTH BIT



I HAVE PUT SOME NEW WORDS ON THE ABOVE DIAGRAM. THESE WORDS ARE 'ALLEY' AND 'BACK ACCESS OFF ROOF'. See if you can find them. If you want to make a game of it, give yourself five minutes to spot both of them!
(CLUE - the word 'alley' looks a bit like 'alloy')

N.B. I have also put a new number on, but that's neither here nor there. It's 3, and it resides somewhere around the middle of the map, before you ask.

ALLEY:

This is the first 'stealth' area, and as such, obviously shouldn't be too difficult -

A POLICEMAN WILL BE PATROLLING THE L shaped alley from the fence around to the police car at 1.

This policeman has a number of purposes.

1) dissuading the player from jumping straight off the balcony out of the courtyard into the alley.

2) OPENING THE GATE from the courtyard.
if the player can't manage to find his way off the bottom level of the courtyard, a small cat making noise/copper opening gate cutscene will ensue (when Lara is in a safe area), consequently leaving the route open to the alleyway.

3) meandering back and forth from the fence in the alley (underneath the 'B' of 'access b') round the l to the police car, creating stealth problems for you, the player.

So the number of purposes the policeman in fact has, is *three*.

GENERAL ALLEY LAYOUT:

This is a little slim jim of an alleyway, and is pretty packed up with boxes, litter and the like. Just wide enough to get a police car down, with 'professionals' style exploding box effects, probably. (more of that later. If I remember.)

There are small shadowy alcoves in the wall that Lara can flatten herself into, if the need should so arise. These alcoves could perhaps be garages, back loading areas for shops, that kind of thing.

There is a chain link fence at one end, as described in the diagram, so Lara can see where she *should* be getting to..

And indeed, as in the diagram, there may also be a tree in it so that Lara can perfect her 'scrumping' skills, although I appreciate this may be open to discussion.

WAYS TO GET CAUGHT BY THE PATROLLING POLICEMAN:

This is obviously a beginners stealth area, so I'm presuming the policeman will be moving round his route fairly slowly.

- LIGHT/SHADOWS : there will be area of dark and shade in the alley, cast be streetlights, neon lights etc. (we'll call those 'bright bits') and boxes, litter, buildings, night (we'll call those 'dark bits'). If Lara goes into a 'bright bit' and roland is in the vicinity, and is in rolands 'viewing cone' (ask tom), then Lara will be carted off into the back of the police-van (cutscene 18jfk). Lara can hide in 'dark bits', although she may be spottable if roland has a torch or if she hasn't hidden herself very well, for example if she is lying in a shadow in the middle of the road.
- SECURITY lights will also trigger if Lara strays into the wrong area. This will alert the police.
- ALCOVES - this is the same as light/shadows, but in certain alcoves that are full of junk, etc., if she is not careful she may knock a bin lid off.
- ANIMALS - animals such as cats/rats/bread, etc. will also be alerted if Lara strays into certain areas. This can maybe include 'jerr's dogs' (sounds like an infection), for example, maybe there is a dog on a rope on the opposing side of the chain link fence, that jumps up and down and wees itself when it sees Lara, alerting the copper.
- PUDDLES/MANHOLES - stepping in/on these will make NOISE.

CONTROL THING:

N.B - it was discussed that Lara should have a WALK/RUN toggle - depending on the situation, we can also trigger this ourselves. e.g., if Lara is at a cliff edge, we will lay triggers so that she will automatically WALK as she approaches it, rather than have the player careering accidentally off the edge. Into the sea. Probably.

ALL ROUTES LEAD TO 3:

Irrespective if whether Lara takes the BACK ACCESS OFF ROOF (that gives Lara extra upper body strength) or whether she stealth's around the ROAD OF LOVE, she will end up at the same place.

Which is 3.

WHAT IS 3? WHO IS NUMBER ONE?

3 is a number, and also an area on the map. Upon reaching this area, a *SETPIECE WILL TRIGGER*.

This is to add a little bit of dramatic tension and to keep the player on their toes.

CUTSCENE AT 3: (the battle of 3)

As Lara arrives in this area, the police also arrive on the other side of the *chainlink fence*, in their little motor car, firing 'hot lead' all over the lady we love.

N.B I think there was some discussion of Lara managing to get OVER some sort of fence, while the coppers shot at her through it... don't know if anyone can help me with this..

So, the police are shooting at Lara, and she manages to pull herself up and into an entrance on the SECOND FLOOR of the 'chamber of stairs' building. The player will return to game INSIDE THE BUILDING. Probably on a set of stairs.

THE CHAMBER OF STAIRS:

GENERAL DESCRIPTION:

This is a bit of a dilapidated building, but which still contains residents, in flats leading off a CENTRAL STAIRWELL. In the middle of these stairs is a large ornate lift. The stairs also lead out to 'balconies', still encircling the enclosed central liftshaft, each of which contain one or two doors leading to flats.

I'm sure Jamesie will soon be drawing a lovely picture of this, at least, I hope so, because what I've just written makes absolutely no sense to me.

ROUTES INTO 'chamber of stairs'

It should be noted that THERE ARE TWO ENTRANCES TO THE CHAMBER OF STAIRS. We have the aforementioned 'climbing in on the second floor' which is accessed via the 'stealth' and 'back access' routes.

But *now*, we also have the 'kicking your way out of the police van' route. This scenario occurs if you are caught during your stealth maneuvers, and are incarcerated in the police van. (see document GMTV9)

In this cutscene, Lara's legs move forward at high speed, causing the hinged metal plates on the rear of the police van to swing outward, violently. She runs to the 'chamber of stairs' at the bottom level, and then runs in the front doors, barricading them behind her. We are then to IN GAME.

BOTTOM FLOOR

IN GAME: the police are now attempting to break in through the bottom floor door, giving, to some degree, a kind of 'timing puzzle'. Except it's not that good a puzzle, because it contains no puzzle elements.

What it DOES contain, is an option to either go up the stairs, or take the lift.

STAIRS

There will be some kind of blockage on the stairs (discussed later) which will prevent easy access, and consequently slow Lara down. This means the police will be close on her heels, and she will be more susceptible to the invasive prodding of their nightsticks.

LIFT

You'd assume that getting in the lift would be the clever thing to do, but no. The thing breaks down/stops on the second floor.

Unfortunately, things don't go quite according to plan, because some silly characters are moving crates/furniture in/out of their scabby apartment, and have consequently blocked the lift exit to some degree...

they leg it back into their apartment and lock the door, and you are left to get past the stuff, either by pushing it out

of the way, or jumping over it, some small hindrance to slow you down.

Again, the police will be on the way up with a slight time advantage/disadvantage other the other route. The lift will stop next to where you would have entered via the route CGFF501's.

POLICE:

The police are, in effect, attempting to drive you up to the top to contain you, and perhaps so that the helicopter hovering in the roof vicinity can pick you up. Or shoot you, even though we know that French police don't kill. (Adrian told us)

The police will enter with some form of riot gear, gasmasks.

They are wearing gas masks because they will be firing GAS Canisters at you, driving you upwards. Clouds of noxious gas will hang around on the stairwells, much the same as the reception area at core-design.

Upon attempting to run back down through these gas clouds, LARA will be forced away from them, coughing. This prevents the player running the wrong way.

The police are also coming up the stairwell in formation, so there is only one option available, i.e, GO UP.

N.B. it might be nice if some of the tenants were to come out and throw stuff/hinder the police.

TOP FLOOR:

At the top, we have the CARETAKERS OFFICE.

Lara breaks into this by battering the lock off with a FIRE EXTINGUISHER.

Although I'm not entirely sure what happens if she doesn't do this and the police get her.

ANYWAY, once lock is battered off, we move to CUTSCENE:

Lara blocks the door with something heavy. Police are close behind start breaking it down. Lara climbs onto roof, and we are onto next segment

ROOF AND HELICOPTER LOVE:

I shall save this for the next instalment.