

HAND TO HAND:

FIGHTING MODE:

Although Lara will to some degree be taught how to fight whilst in the SHAMEN/TRAINING zone, her first REAL FIGHT will be with the hairy bloke in the church boxing ring.

To recap, if you have a conversation with Gris, and challenge his boxer who is presently hopping around in the ring with his mitts up like a big girly, he bets his attractive gold watch that you will lose the fight. The gold watch is, as previously mentioned, a pawnable item.

FIGHTING WILL LEAD DIRECTLY OUT OF 'CONVERSATION CAM' - THIS IS SPECIFICALLY SO AS WE CAN LIMIT WHO LARA CAN FIGHT WITH.

If a character doesn't want to speak to Lara, 'conversation cam' will not be activated and, therefore, she will not be able to start swinging kicks and punches at babies/old ladies, etc.

CHARACTER CAN INITIATE HAND TO HAND FIGHTS. THIS IS SIMPLY THE CASE THAT LARA WOULD STAND ON A TRIGGER ACTIVATING THE ENEMY - THE POINT BEING THAT AS LONG AS '*THE PROGRAMMERS*'™ KNOW WHERE LARA IS, E.G, SHE HAS *ENOUGH SPACE* AROUND HER CONDUSIVE TO COMBAT, THE CAMERA WILL SWITCH TO 'COMBAT CAM'

COMBAT CAM -

FIGHT 'ARENA':

It doesn't matter if Lara is in a boxing ring, or if she is in the middle of the Sahara, WHEN THE FIGHT IS ACTIVATED (EITHER THROUGH SOMEONE ELSE INIATIATING IT, OR MOVING THROUGH FROM NASTY CONVERSATION) LARA WILL ONLY BE ABLE TO *CIRCLE AROUND THE CHARACTER IN A SET 'ARENA'*, THE ONLY WAY TO ESCAPE FROM THE FIGHT WILL BE BY SPECIFIC 'PANIC' (RUN OFF) BUTTON.

Also in stealth situations where Lara has to take out certain characters, IF SHE MESSES UP then Lara and the character will immiediately move into FIGHT CAM. And then have a fight, I would presume.

AN IDEA WAS THAT LARA WOULD ONLY BE ABLE TO BREAK OUT OF THE FIGHT SEQUENCE IF SHE HAD WEAPONS.

WHEN FIGHTING LARA WILL ROTATE AROUND THE OPPONENT - SHE WILL NOT HAVE CONTROL TO MOVE OUT OF THIS 'ARENA' UNLESS SHE PRESSES THE 'ESCAPE FROM FIGHT' BUTTON.

Combat cam is very much the same thing as conversation cam - when a fight is initiated (see above) the camera will rotate around Lara and her assailant until the outcome of the fight is decided.

There will be a button to escape from the fight and run off at any point - or perhaps to draw your weapons mid fight, in the later levels of the game.

In a number of situations, the COMBAT CAM will lead directly from CONVO CAM, i.e. you will have to aggravate the other character to such a degree that he will move into fight positions.

This will also avoid scenarios like Lara trying fisticuffs on some character with an ak 47 for instance. If he threatening you with a gun, he WON'T enter CONVO CAM, and consequently WON'T enter COMBAT CAM, and in all likelihood, he'll shoot you repeatedly. Until you die.

FIGHT SETPIECES -

Fights will NOT be of the 'fighting force' man runs at you, beat him up, man runs at you, beat him up, man runs at you (etc.) variety -

The fights will be story driven, like 'raiders of the lost ark' - certain characters will appear at sensible points in situations where you will have to fight them to get past them.

WEAPONS

It was discussed that if Lara is fighting in a specific area, so as '**THE PROGRAMMERS**'™ know where she is in the world, then Lara may be able to pick up weapons in the surrounding fight 'arena'. Also depending on the situation/character Lara is fighting she might be able to deliver a setpiece 'killer punch', like Bruce Willis in that film where he delivers a 'killer punch'

This is similar to a situation where the player may attempt stealth and it messes up - this is really a setpiece, as we know the position of the enemy, so if Lara DOES mess up, then we can activate the enemy in a fight situation, as long as we have placed him in a viable fighting area-

POSITIONING OF ENEMIES -

This is really the key to it all, as discussed with mr. Flowers.

It is simply (?) a case of making sure that any 'fightable' enemies will be in 'viable areas', to say, areas where more enemies aren't suddenly going to arrive, and there are no physical problems with the location, i.e., Lara rotating around the enemy to land a punch then falling down an open manhole cover, Norman wisdom style.

This shouldn't be too much of a problem, as the fights, as mentioned previously are going to be designed in a 'story flow' fashion, the boxer in the boxing ring being a good example. KISS ME!