

Tomb Raider – The Angel of Darkness

Specific Puzzles and Traps

Generic system puzzles like doors, keys, switches and other non-specific puzzles are not included in this doc, it's aim is to list each one-off or complex puzzle, trap or large enemy and hopefully make each one a little clearer.

PARIS

Zone 1 – The Back streets of Paris

- The Lift – The Apartment block interior contains a lift, Lara can enter the lift and ride it up to the top floor.

Script

Components: The lift, A sliding door connected to the lift, A switch connected to the lift.

- Poison Gas – As Lara climbs the stairs a gas grenade will bounce down in front of her, it begins to spew out poisonous gas, forcing Lara upward.

Components: A gas grenade, gas spurt FX, gas cloud FX, Lara getting poisoned (usually shown by putting the air bar on-screen because Lara is holding her breath)

- Collapsing Masonry – Further up, the stairs become less safe, parts of them will give way under Lara's weight. Masonry will also collapse from the ceiling for Lara to dodge.

Event

Components: Dust FX to warn the player, Masonry chunks, stair chunks. Breakable meshes.

- The Police Helicopter – As Lara reaches the rooftops from the apartment block a Helicopter flies overhead (we only see the search beam). Lara then uses the cable to climb over onto the warehouse roofs, the copter returns and again casts its search beam across the rooftops, if Lara gets caught in the beam the copter shoots at her. Lara must dodge the beam whilst jumping from roof to roof, there are safe points for her to hide from the beam (under the service platform, inside the old warehouse).

Script

Components: The Helicopter model (very simple, only in silhouette), The Search beam FX, gunfire from the copter.

- A Pushable object – Lara can drop from the small gantries that connect the warehouses and explore the back alleys, to get back up she needs to push an object over to the gantry and climb onto it, then she can get back on the

gantry. Pushing the object will give Lara a Lower Body Upgrade.

Event

Components: The object to be pushed (a barrel, crate, etc.), The upgrade FX.

Zone 2 – The Parisian Ghetto

- Conversation with Tramp – Lara heads down the railway tunnel and talks to the tramp. He gives her a small amount of info regarding the café.

Components: Tramp model, Tramp voice, Tramp anims, FX for fire in the oil drum.

- Conversation with Dealer – Dealer is near the entrance to the street area, Lara gets a little info from the dealer on the whereabouts of Bouchard's old hideout, Le Serpent Rouge club.

Components: Dealer model, Dealer voice, Dealer anims.

- Conversation with Janice – Janice gives Lara more info on why Bouchard has left the Le Serpent Rouge club, she also tells Lara a bit about the old club Bar man who has now become the Café owner and the Club Janitor. Janice tells Lara to find these people for more info.

Components: Janice model, Janice voice, Janice anims.

- Conversation with the Janitor – Lara asks the Janitor if he knows Bouchard's whereabouts, he's knows something but Lara will have to earn his trust. The Janitor offers Lara the new location of Bouchard plus a code that will get her in to see him, but only if she runs a little errand for him. The Janitor gives Lara a key to the garage next to the Serpent Rouge, from the garage lies a secret tunnel into the club's basement and from there the main club hall, somewhere in the lighting rigs lies a box, if Lara retrieves the box then the Janitor will give her what she needs, the location of Bouchard.

Components: Janitor model, Janitor voice, Janitor anims, the garage key.

- Conversation with the Café Owner – The Café owner also has info on Bouchard, he tells Lara about a feud between himself and the old Janitor, If Lara goes to the Serpent Rouge and gets him the box from the rigging he'll be able to get her in to see Bouchard. He gives Lara a key to the stage entrance door of the Serpent Rouge, from here Lara goes through the backrooms of the club and up into the main area. When Lara returns to the Café he phones his ex-girlfriend Francine and gives Lara her address, Lara can now go to Francine's apartment.

Components: Café Owner model, Café Owner voice, Café Owner anims, the stage entrance key, Francine's address.

Note: If Lara approaches the Janitor first, the Café owner's route is closed off, and vice versa.

- Francines apartment – Lara finds Francine's apartment and buzzes the doorbell, Francine lets her in, She shows Lara the window, it looks right over the church yard, this is Bouchard's new hideout.

Components: Francine model, Francine anims.

- Conversation with the Doorman – The Doorman only triggers when Lara has spoken to either the Janitor or the Café owner, otherwise Lara would know the new location of Bouchard. Lara can either give the doorman the password from the Janitor or she can try and bribe her way in. The Doorman asks for a lot of Euros, that's the bribe. Lara can either get the box from the serpent rouge and hence the password or she can find items of some value and trade them for cash at the Pawn shop.

Components: The Doorman model, Doorman voice, Doorman anims.

- Conversation with Rennes the Pawn Broker – Lara can visit Rennes at any time during the level, if she has money he may have something useful for sale (health, ammo, a gun) if she doesn't have money but has valuable items she may trade them with Rennes for cash.

Components: Rennes model, Rennes voice, Rennes anims, simple shop interface (buy & sell), items to pawn (gold watch, antique hip flask, gold ring etc...), items to buy (the gun, ammo, health)

- Conversation with the Herbalist – Similar to the Pawn Broker, Lara can buy health items from here, she cannot trade with the Herbalist though.

Components: Herbalist model, Herbalist voice, Herbalist anims, Health items.

- Conversation with the Gym Trainer – Lara can enter the old church, it's been used as a Gym for the last few years, she can place a wager with the trainer on who will win a simple boxing match between the two fighters currently sparring in the ring, the trainer offers his gold watch but only if Lara has 200euros to bet with. If Lara hasn't got the cash she must go and find some, if she has then she chooses her man and the bet is made. The two fighters slug it out and depending on which one wins Lara either gets the watch or exits empty handed.

Components: Gym Trainer model, Gym Trainer voice, Gym Trainer anims, Sparring fighter models, Sparring fighter anims, the gold watch.

- Garage puzzle – Lara uses the hydraulic platform to raise the car up above the grease pit, in the pit lies the exit tunnel to the club, Lara uses the crowbar on the grate and climbs down.

Event

Components: Car and Hydraulic platform, crowbar used to open grate, grate.

- Club Cellar puzzle – Lara finds herself in the club cellar (from the garage tunnel), she must find a way of opening the locked door into the main club proper, There are Cabal henchmen searching the club, Lara must get one of them to open the door. A main fuse box sits on the wall, Lara pulls the switch, it breaks. Damn. Lara must now find another way of pulling the switch, she looks over at the beer barrels, a wrench is attached to one of the pipes. Lara takes the wrench and connects it to the broken switch, she flips the power off. The cabal henchman unlocks the door and enters the cellar, Lara must hide until he's gone over to the switch to investigate, now she can run out of the door.

Event / Script

Components: Fuse box with breakable handle, wrench, power off flip map.

- The DJ booth puzzle – Two heavily armed cabal henchmen guard the exit to the first floor of the club, Lara could try and shoot it out with them but she's come off worst. Instead she must distract them. Near the DJ deck lies a power switch, Lara switches this on and makes her way over to the bar area where another power switch lies, she can now pull this switch causing the DJ decks to spring to life, blasting hardcore rave music throughout the club, the two cabal dudes rush over to the decks to investigate, Lara can now run up the stairs without harm.

Event

Components: The DJ booth and power switch, the switch at the bar, music loop SFX.

- Lara loses her gun – Near the top of the club Lara makes a long jump for the rigging, she grabs it but slips and loses her gun.

Components: Lara special anim, broken gun.

- The Grave yard puzzle – Lara must find the secret entrance to the church catacombs, it lies beneath a weak grave stone. Lara must push a statue from the top of it's pedestal and send it crashing through the grave stone, now Lara can climb down the tunnel.

Event

Components: The weak gravestone, the Statue.

- The Pawn Broker puzzle: Lara returns to the Pawn Brokers after seeing Bouchard, she enters the back room and searches for the louvre plans. She finds Rennes dead body and takes his wallet, within the wallet lies a four digit code. Lara uses the code on a small keypad on the wall next to the safe, the safe opens and reveals everything Lara needs (the plans, stealth equipment, dart gun etc...) when Lara has picked up all of the items the alarm will sound, she rushes back into the backroom and sees the now active bomb flashing away in the corner, a countdown appears onscreen, Lara has a limited time to find the exit trapdoor and get down it, now she

must run down the escape tunnel as the explosion follows her, eventually she dives out into the river (cutscene)

Event

Components: Rennes Wallet, the code, the keypad, plans for the louver, the dart gun, alarm SFX, the bomb, onscreen countdown, moving explosion.

Zone 3 – The Sewers

- Swarms of rats – The sewer tunnels are teeming with swarms of rats, they attack by swarming around Lara's feet. they cannot be killed individually but enough gunfire will scare them off. Some swarms contain a leader rat, they are bigger and more deadly than the others, they can be shot. Killing a leader rat will also scare the others off. The rats can follow Lara into and under water, making them harder to shake off.

Components: Rat model, rat anim, rat SFX, leader rat.

- The Waterfall – This effect is 70% coded already, the only thing left is the water refraction code on the poly-objects and the trigger box for pushing Lara back over the waterfall.

Script

Components: Water particle GFX, metaball type water object.

- Water splash FX – More FX are needed for Lara to interact with the water properly. We need splash FX when Lara runs through shallow water and ripple FX when she surface swims. We also need a proper effect when Lara jumps or dives into water.

Components: Ripple GFX, Splash objects.

- The 5 valve control board – When Lara turns one of the valves the camera will cut to the control board, this will show one of the warning lights blinking on plus the pressure gauge turning to low. When all five gauges are low the waterfall will switch off.

Done

Components: Control board, Warning light GFX, gauge needle GFX.
Camera set-ups for each valve.

- The Bomb Chamber puzzle – When Lara reaches the final chamber she will prompt the player to look at the louver plans (the ones from Rennes). By combining the two plans she can see the weak points where the bombs will work, if the player tries to plant the bombs elsewhere they will be greeted with a loud "NO". Lara can only plant the bomb on the two large pipes on the far side of the chamber, when she does the player has a short amount of time before the bomb explodes, Lara must dive into the water before the bomb goes off or she's toast. The water surface is covered in oil, the oil ignites when the explosion kicks off so Lara cannot surface for air. The explosion rips through the chamber and depending on which pipe she planted the bomb, Lara will have one of two routes. First Lara must swim into a small tunnel that leads from the chamber, the pipe brings Lara back into the chamber but near the roof, Lara must now traverse the chamber and exit through the hole she just blew into the louvre.

Components: The two alternate flip maps (one for each pipe), The bomb model, the countdown FX, Large explosion FX, Burning water surface FX. Debris that falls after the flip map event.

Event / Script

Zone 4 – The Louvre Galleries

- Lasers – Found throughout the Louvre in many different forms, some scan up and down across doorways, Lara has to time her way through. Some sit near the floor in a large grid shape and must be jumped/climbed over. We need three types really, a single line, a grid of beams and a fan shape. They need to be able to point in any direction and be re-sizable to fit many shapes. Some Lasers are invisible to the naked eye, this type requires a gas bomb.

Event

Components: Lazer FX.

- Gas Bomb – Used to uncover invisible lasers, Lara can either drop or throw them. When the bomb explodes, the lasers are uncovered. The gas will linger around for a while before fading out.

Components: Gas bomb GFX, Gas FX, Laser FX.

- Motion sensing camera – Mounted on the walls, these little buggers have a cone of vision that Lara must stay clear of, the cone is a faint Laser fan. The cameras move back and forth across the corridors.

Script

Components: Camera model, Cone FX.

- Breakable objects – Found throughout the Louvre in many forms, Vases, glass cabinets; paintings etc... some require shatter FX only whilst others may need an animation as well.

Event

Components: Breakable object flags, shatter FX.

- Tranquilliser gun - Used to knock out the enemy, some guards are out cold, others will wake up again.

Components: Tranc gun GFX, dart GFX, gas FX from end of gun (gas powered).

- Bullet Holes in vent walls – If Lara doesn't use stealth whilst in the vents, the guards below may hear her, they will respond by shooting up through the vents. We never see the actual guards, only the bullet hole FX they cause.

Components: Bullet hole GFX with light beams, damage on Lara from bullets.

- Security room – Lara can switch off some of the Lasers in here, on the wall lies a schematic diagram of the louver, there are many swipe card readers below it, the louver is split into different levels of security, Lara can get a pass from one of the guards and use it to switch off the Lasers around Mme Carviers office.

Event

Components: Schematic of the Louvre, swipe card readers, security pass from guard.

- The Taser – Lara can use the Taser to knock out the guards, it can also be used to electrify water.

Components: Taser GFX, lightning FX.

- Computer consoles – If Lara approaches some consoles we cut to a simple text screen with info on it. If more than one screen is needed we need a simple page up/down control.

Components: Computer GFX, various text info files (Murti has this already)

- Electrical water puzzle - Lara nears the exit into the Excavation area, An armed guard patrols this section. Near the guard sits a water dispenser, it's been leaking. Lara can fire the taser at the water to kill the guard and also short out the Lasers that protect the exit.

Event

Components: Water dispenser, puddle FX.

NOTE: Lara leaves this zone and goes into Zone 5, when she has the painting she returns back to Zone 4. Things start to hot up.

- Poison gas – Lara returns to the Louvre galleries only to find that the guards are unconscious, Poison gas hangs in the air still and is depleting Lara's energy bar. Lara must quickly find the X-ray lab and put on one of the respirators she saw earlier.

Components: Poison gas FX, unconscious guards, Poison code, Lara with respirator, respirator model.

- Shootable glass – Lara shoots through the glass cabinet where the respirators are kept, she can now kick out the weakened glass and take the respirator.

Components: Glass FX.

- X-ray machine – Lara can go up to the X-ray machine and place the painting on it, we cut to a close up of the painting with the hidden symbol glowing inside it.

Script

Components: X-ray machine, Close up of painting with symbol. Lara anim for putting the painting on the machine and taking it back.

- Lara and Kurtis chase – As Lara chases Kurtis through the galleries he will use his mind powers to try and slow Lara down, these are simply triggered objects with animation (painting falling from the wall, statues falling over, etc...)

Event

Components: Animating objects for Lara to dodge.

Zone 5 – Beneath the Louvre

- Collapsing scaffolding – As Lara makes her way down toward the buttress, some of the scaffolding planks will give way under her weight.

Event

Components: Plank models, dust FX.

- The Brass Contraption – Built into the side of the buttress wall, it has four wheels built into it and a lever sticking out. The wheels have many symbols on them, the symbols pass through a framed area near the centre of the wheel. If Lara pulls the lever the wheels will turn just enough to move the next symbol into the framed area. Next to the contraption sit four switches, if Lara pulls the first one it will lock the first wheel on the contraption, this in effect locks the symbol in place, pulling the lever again will unlock it. The other wheels can still be rotated whilst one or more of them are locked. Lara already has two of the correct symbols in VC's diary, she needs another two. They can both be found in the dig area. When Lara has all of the symbols aligned the contraption will unlock the exit on top of the buttress wall.

Script / Event

Components: Brass Contraption model, the four switches, the four symbol GFX (two are explained below), Lara anims to interact with the contraption.

- The symbol inside the cabin – Lara can enter both cabins in the dig area, the office cabin has one of the symbols drawn on a poster, it's pinned to the wall. When Lara see's this symbol it will be added to VC's diary.

Components: Image of symbol on the wall and in the diary.

- The Geo-thermal device – The Geo-thermal device in set-up above a large stone floor, Lara can walk up to the controls and move the device around, we cut to an overhead shot of the stone floor, the camera view is from the device, everything is 'X-rayed out', Lara can see below the floor into the dirt and rock, the device passes over skeletons and other artefacts, eventually Lara finds the fourth symbol hidden within the rock.

Script

Components: Geo thermal device, controllable camera view, flip map of stone floor with objects below it, the symbol.

- The lift – A small hydraulic lift rests at the top of the buttress wall, Lara must lower it down to allow her to jump onto it thus enabling her to reach the Brass contraption.

Event

Components: Lift model and anims.

- Platforms inside the buttress – Lara reaches the bridge that is half way down the buttress, below her the buttress walls are smooth, nothing to hang on to. She finds a hidden switch which activates platforms to slide from the walls of the buttress creating platforms. The platforms slide in and out from the wall, in a timed pattern, Lara must reach the bottom.

Event

Components: Moving platform GFX and anims.

- Hall of seasons puzzle – Lara reaches the hall, in the centre lies a huge mosaic floor, in the centre of the mosaic sit four symbol stones, one for each season. If Lara stands on one of the symbol stones three of the adjacent doors will open, each door has one of the four symbols above it, basically the player has to work out which door to walk through by looking at the symbols and the mosaic, choosing the wrong door will result in Lara ending up in the trap tunnel. The sequence is easy once you work it out based on the seasons spring, summer, autumn, winter. Each season has an element associated with it (see Paris game-play doc). So the doors have to work with the symbol stones, so do the trapdoors that fall from under Lara if she chooses the wrong door.

Event

Components: Mosaic floor, 4 symbol stones, twelve doors (three for each symbol), Trap doors, symbols above the doors.

- Air Chamber – The chamber is deep, it has many wooden pillars strewn across the void, Lara must use these pillars that sway around in the wind to reach the far side. The stone heads blow out cold wind periodically, the wind will push Lara in the direction it's blowing but only if she's in mid jump. When Lara reaches the far side she can take the air crystal from the wall, the wind stops.

Event

Components: Wooden pillar GFX and animation, wind FX, Lara control when in mid jump, The Air crystal.

- Fire Chamber – Lara enters the fire chamber, the door closes behind her, two stone snakes begin to spew lava, the lava flows down the tracks in the stone steps, Lara must stay ahead of the Lava and cross the lake of oil before the Lava touches it, some of the steps fall away into small pockets of fire, others blast up to the roof and explode in a shower of magma, Lara must dodge it all, when the Lava does touch the lake it will send a wall of fire toward Lara, she reaches the opposite side of the lake of oil and retrieves the fire crystal.

Event / Script

Components: Particle lava that uses way points to flow down, Falling step GFX, exploding steps GFX, plumes of fire and magma, the fire crystal.

- Water Chamber – Lara must explore the many flooded vaults of the underwater maze, water levels must be changed in order to progress, near the bottom of the maze lies a circular tunnel it's floor and ceiling littered with spikes, the water level is constantly raising and lowering from totally filling the tunnel to almost draining it. Lara must time her way through the tunnel whilst swimming to avoid the spikes. Eventually Lara finds the water crystal.

Event / Script

Components: Water that can raise/lower whilst Lara swims in it, The water crystal.

- Earth Chamber – The Earth Chamber start out as a large hall with a statue at the far end, Lara enters, everything goes tits up. The statue cracks and smashes through the floor, the entire room falls away leaving a series of weak platforms, Lara must get across them all, when she's retrieved the Earth Crystal from the wall she turns around, everything is back to normal, just a flat floor again. An evil mind trick. Lara walks back toward the exit, she's confronted by the skeleton Knights.

Event

Components: Chunks of unstable earth, dust FX, falling platforms, Rock shatter FX, the Earth crystal, skeleton knights with fiery swords.

- The Trap Tunnel – filled with many different blades and spikes, each one it's own animating object, some of the traps lay dormant until the great engine has been activated.

Event

Components: Various traps inc. blades, spikes, lawn mower thingies(See Phil).

- The Great Engine – Lara reaches the great engine, it's hidden in the trap tunnel. She can now place all of the crystals she collected into their respective holders, when she's done this the engine roars to life as the elements combine and combust, the engine causes the mosaic in the hall of seasons to change, parts of it raise and lower creating a path of platforms upward onto the wooden gantry. The engine also activates the dormant traps in the trap tunnel.

Script

Components: Animating engine objects, steam FX, Furnace FX, Hall of Seasons flip map, moving mosaic platforms.

- Brother Obscura – Lara's immediate goal is to reach the hidden Obscura painting, it's hidden above the Hall of Seasons in the Chamber of Brother Obscura. The Chamber resembles a crypt, with a coffin in the centre and other statues surrounding it, each statue holds an identical painting, only one of them is real, Lara must dodge brother obscura whilst trying to see through him, for this is the only way of identifying the real painting.

Components: Brother Obscura model and anims, FX for the real painting.

Brother Obscura floods – When Lara collects the real Obscura painting she triggers the ancient traps within the buttress, it floods with water around Lara, she must swim out of there, all the way back to the buttress top and out back into the dig site.

Components: Flooding water FX, Underwater particle FX.

Zone 6 – Von Croy’s Apartment

- Lara warns the player – Lara is searching VC’s apartment, she needs to find the Jackel head walking cane, if the player tries to leave the apartment, Lara will warn the player that she cannot leave and must look for clues.

Event

Components: Lara voice recording, trigger that locks door tied to voice.

- The Jackel Head walking cane – When Lara finds this item she picks it up and puts it in her backpack inventory, she can examine the cane, when she does so the cane head comes off revealing hidden papers, they are in fact the Obscura engravings, they will also go into the inventory, the symbol on the engravings forces Lara to remember what happened at VC’s, this is the flashback sequence.

Components: Cane object, Obscura engravings, cane head, cane shaft, ability to examine objects in the inventory.

- Von Croy’s gun – Hidden within his apartment, Lara finds out where it is from the flashback, Lara collects the gun and must find ammo for it, the ammo is hidden in one of the desks.

Components: Gun object, ammo object.

- The Assassin’s big entrance – The door to Von Croys apartment is kicked open, the Assassin stands in the doorway, he plants a bomb across it.

Components: Door GFX and anims.

- The Assassin’s bombs – The Assassin can place bombs down at strategic points in the level, the bombs are fixed to the wall and have a laser beam covering the doorway. If Lara breaks the beam the bomb explodes. Only the Assassin can de-activate the bombs, he does this when he needs to retreat.

Event

Components: Bomb GFX, Laser FX.

- The Bedroom floor – If Lara goes up into the bedroom she must be careful the Assassin can shoot up through the glass floor, sending it crashing into the room below.

Event

Components: Glass floor GFX, glass shatter FX.

- The Assassins energy – The Assassin has three main game states, the first one is in Von Croys apartment, the second is in the second smaller room, the third is in the final corridor. Each state is controlled by how much

energy the Assassin has, every time he loses a third off his energy the next state is triggered. This is why he can activate and de-activate bombs, it traps Lara in until she's knocked a third off.

Components: Way point for Assassins states, ability to plant bombs.

- The 2nd small apartment – Lara is trapped, her only way forward is to enter the only open door in the hallway. Once she enters the small apartment a bomb activates across the door, she's trapped, the Assassin blasts a hole in the wall and enters the apartment, game on.

Event

Components: Bullet hole FX on the wall, flip map for the hole, falling wall GFX as he kicks it out.

- The Stairs explosion – Lara exits onto the stairwell, the Assassin has planted bombs all the way down, the only way forward is down the stairs. Lara must find an object she can push down the stairs, a large vase maybe. As the vase rolls down the stairs the bombs detonate, Lara must get out of the blast range then climb down the smouldering remains afterward.

Event

Components: Pushable object (vase), Explosion event, Flip map for stairs, black smoke.

- The final showdown – The Assassin stands at the top of the stairs, Lara has to sneak down the corridor toward him, she only has a few objects to hide behind, the assassin has planted non-laser bombs so Lara can sneak past them. He stands there and waits, whispering into his cell phone to an unknown boss. Every once in a while The Assassin will look left and right, Lara must act fast and run to the next hiding place, one wrong move and he'll detonate all of the bombs, killing her.

Components: Assassin anims for looking around, corridor with obstacles to hide behind, bombs on the walls.

PRAGUE

Zone 1 – The Crime Scene

- Conversation with Luddick – Luddick is a private investigator, he thinks Vasiley was involved with the mafia and is watching the his shop, Lara talks to him. Depending on whether Lara is nasty or nice decides whether Luddick will offer Lara a secret gun later on.

Components: Luddick model and anims, Luddick voice, secret gun model.

- Lara sees Bouchard – As Lara nears alley next to the shop she sees Bouchard walking around the corner, why is Bouchard here?

Components: Bouchard model, Bouchards way points triggered by lara.

- The Man-hole cover – As Lara turns into the alley she sees a man-hole cover just sliding into place, the player may or may not notice this. Even if they do they can't open the cover without help.

Components: Man-hole cover GFX and anim.

- The Claw hammer – Lara finds two parts of a hammer in the back alleys of the crime scene, she combines them in the inventory and can use the hammer to prise open the manhole cover.

Components: Claw hammer head, Claw hammer handle, Lara anim for opening the man hole.

- The Ladder in the drain – Lara climbs down the Ladder, it gives way half way down, Lara falls into the sewer.

Event

Components: Breaking ladder GFX.

- Pool of Blood – As Lara ventures up the corridor a pool of blood is slowly spilling out from under one of the doors, the body of the real Bouchard is concealed behind it, Lara cannot open the door yet.

Components: Pool of blood FX.

- Vasileys shop puzzle – The shop floor is a grand mosaic, it has roman numerals around it's edge, Lara can climb up onto the painters scaffold and find her way over to the large stained glass window, up here are two ropes connected to a large circular part of the window. Lara can pull the ropes, one rotates the circular window up, the other rotates it down, as Lara rotates it down the light from the window shines on one of the numerals on the mosaic. Lara can use the numeral on the grandfather clock that also has roman numerals on it's face, by turning the clock hands to point to the numeral Lara activates a secret mechanism that lowers parts of the mosaic into a stairwell, the stairwell leads into a secret room.
Components: The mosaic floor, the rope objects, the circular window, the grandfather clock, the animation for the mosaic transforming into steps.

Script / Event

- The secret room – This is the room Vasileys killers were looking for, Lara browses through the many antiquities. The cabinets are full of rare items, the obscura engraving is here somewhere, the torn fax that Lara got right at the start comes in to play here, on the wall lies a safe with a code pad on it, the part of the fax that lara has contains one half of the code, searching the office reveals the other half, it's in the bin next to the computer desk. Lara combines the two faxes and types in the code, the safe opens and the engraving taken, Lara has the final engraving.

Script / Event

Components: two halves of the fax, the final engraving, the safe with keypad.

Zone 2 – The Strahov

- The Crane in the Hangar pt.1 – Lara enters the Hangar, she must avoid the guards, to progress she has to get over the first wall, a huge crane is at work in the warehouse, it moves overhead and lifts one of the huge containers and swings over to the centre of the Hangar. Lara must climb onto the first container and then jump across onto the suspended one, the crane carries the container and Lara over the wall and puts them down in the 2nd area.

Script

Components: The crane model and anims. SFX for the crane.

- Armoured Sentry guns – Guard the Strahov 24 hrs a day, they can be mounted on the floor or the ceiling, they have an ‘eye’ that casts a beam across the room the beam searches the room for signs of movement, if Lara passes through the beam the gun will shoot at her. If Lara makes too much noise the gun will target her straight away. Sentry guns are fitted with high power armaments, they are also nearly indestructible, a massive amount of firepower is needed to destroy one. If possible it’s best to use other methods.

Script

Components: Sentry gun model and anims, Gun FX, search beam FX, Audio sensitivity.

- The Crane in the Hangar pt.2 – Lara is in the 3rd area of the Hangar, she must get through the heavily guarded door into the next area. Lara must first reach the control station and call the crane back to it’s docking area, then she climbs up the many ladders and catwalks to reach the crane, Lara enters the crane. A set anim is triggered showing the crane lower it’s magnetic grabber down toward the sentry guns guarding the exit door, the guns are magnetised to the crane and pulled up into the air. Lara exits the crane and must make her way down to the exit door.

Script / Event

Components: The crane model and anims, Lara using the levers.

- The industrial saw room – Guarded with Armoured Sentry Guns, this is the only way Lara can get through to the guard control area, the other entrance is guarded by Laser grids. Lara must avoid the guns and find the controls for the saw, when accessed the controls show a ‘malfunction sign’ Lara must climb into the service duct and repair the fault on the saw mechanism (a fuse has blown) then she can go back to the control platform and activate the saw. We then trigger a set anim of the saw cutting through the vent above and breaking part of it. The saw stops spinning and Lara, still avoiding the sentry guns must climb up into the vent and exit toward the next area.

Event

Components: Control platform GFX, fuse box and fuse, Saw machine model and anims, flip map for broken vent, Spark FX, Glass shatter FX.

- Escape from the guards – Lara finds the control room and shuts the main power down, now she must get out of there, the guards are mad. Lara can use a large wire bobbin as cover as she exits back down the tunnel toward the Bio-dome area (it was previously block by the laser grids) The bobbin is dislodged by a guard trying to kill Lara, it rolls down the tunnel, if Lara stays with it she can avoid most of the gunfire from the guards and the sentry guns.

Event

Components: Wire Bobbin GFX and anims.

Zone 3 – The Botanical Institute

- Sentry guns and water – One of the few things that can knock them out is submerging them in the wet stuff, it causes them to short out big time. Lara can also shoot plant pods in the Bio-dome that splat acid all over the place, the acid is corrosive to the guns, it's also harmful to Lara and any guards that get too near.

Event

Components: Water Volumes that can knock out the Sentry guns, Electrified water volumes, Plant pod GFX, Acid splat FX, sparks flying from broken gun.

- The Shark chamber – The final area of the Bio-dome, Lara must open the submerged doors in the chamber floor, the big problem comes in the form of two big mutant sharks, if Lara tries to open the doors the sharks just rip her to bits. Big problem. Lara must find a way to distract the sharkies, sharks like meat and blood. She's got to feed them. In the water sits a cage, Lara must switch the power on then find the cage controls, the cage raises from the water and swings to the catwalk, Lara can pull a container from the cage and push it over to the meat dispensing unit, pulling a lever will fill the container with meat. Lara pushes the container back into the cage and lowers the cage into the water, the sharks swarm around the cage. Lara can now jump into the water and pull one of the chains to open the exit doors, the sharks get fed up and begin to take an interest in Lara, she gets out of the water and repeats the process, now she can pull the second chain and open the exit door into the vault caverns.

Components: Shark GFX and A.I., Cage model, Container model full and empty, Meat dispenser, meat objects, Blood cloud FX in water.

- The Re-breather suit – Now Lara has the exit to the vault open she can avoid the sharks and swim downward, she can't reach the entrance to the tunnels because she can't hold her breath that long, she swims back up to the surface. When Lara opened the vault doors she also opened another underwater door into a air lock chamber containing a wet suit and re-breather mask and harpoon gun, she puts on the suit and mask then pulls a lever to flood the chamber, she swims out and back down the vault entrance.

Components: Re-breather mask, wet suit, harpoon gun, harpoon bubble FX, Underwater explosion.

Zone 4 – The Sanatorium

- Kurtis' Far-see ability – Kurtis can Far-see through any door or opening that has a grill or bars in it. This allows Kurtis to see into otherwise hidden areas of the map.

Components: Kurtis chanting pose, Control for 'minds eye' cam, 'minds eye' screen FX.

- Kurtis' Chirugai blade – Kurtis can throw the blade forward by pressing 'fire' but if the player wishes to lock onto one or more baddies they will hold down fire, a ghost target will appear in-front of all possible locks, If Kurtis aligns himself with a possible target it will change to be 'tagged'. Releasing fire will prompt Kurtis to throw the blade at the locked on target or targets.

Components: Chirugai Blade model and anims, Blade motion blur FX, locked on blade FX, Ghost target FX, tagged target FX.

- Operating the keypads – mentioned earlier with Lara, Kurtis too needs to use the keypads that lie within the Sanatorium. One of the keypads requires Kurtis to Far-see into a guards office and look at the desk, the code for the keypad is written on a post it note. The player must then memorise the code and type it in to the Keypad.

Components: Keypad model, Keypad inventory object to interact with.

- Acid pools – When Kurtis kills the semi Nephilim creatures or finds dead ones, he must be careful. Acid spurts from the wounded or dead semi Neph will seriously harm Kurtis, he must jump over the acid or in some cases wait for it to disappear.

Components: Acid splat FX, Acid pool GFX and FX for bubbles etc...

- Kurtis slows the fan – Kurtis crawls through the vents and comes out in a large-ish chamber a massive fan spins in the centre. The Proto is on the other side of the fan, it eats a dead guard right in-front of Kurtis, he must get through. He stands before the fan and concentrates on it, the fan begins to slow down, it slows enough for Kurtis to time a jump through the blades.

Event

Components: Fan model and anims, Kurtis anim for using power.

- The Morgue area - Kurtis gets trapped with the Proto in the corridors around the morgue, only one exit is open but Kurtis must crawl through it, if he tries this the guard will shoot him, the only way through is to get the Proto to chase Kurtis to the open door, then jump out of the way, the Proto will go under the door and eat the guard, Kurtis can now exit the morgue area.

Components: Jammed security door, guard set piece A.I., Proto attacking guard anim.

- Collapsing vent - Kurtis runs through the vent, it suddenly collapses, he slides down into another vent.

Event

Components: Collapsing vent floor model and anim.

- Kurtis' close call - Small set piece with Kurtis appearing in a small vertical shaft, there is a way up into the room above. Suddenly the Proto smashes through the vent from the room above, it falls past Kurtis and lands in the bottom of the shaft it squirms around on the floor, Kurtis must climb up into the room above before the Proto recovers.

Event

Components: Set anim of Proto falling past Kurtis and hitting the floor, Loop anim of Proto laying on floor, Vent GFX that falls with the Proto.

Zone 5 – The Vault of Trophies

- Chamber of the Eight Knights – Lara swims through the underwater caverns, eventually she reaches the Chamber of the Eight Knights, this is the last main puzzle before the main vault. The Chamber is round with the knight statues surrounding a central stone floor, the floor has tracks cut in it that meet in the centre. Around the outside walls and behind each Knight sits a chain, if Lara pulls one of the chains the corresponding Knight will move to the centre of the room, if Lara pulls another chain the corresponding Knight will also move to the centre, if the two knights are the wrong two they will both move back to their start positions. Each Knight has a name below it, there is also a clue somewhere in the room. Lara must re-unite the two Correct Knights – Limoux and Vasiley, when she accomplishes this task the two Knights will clash swords in the centre of the room sending arcs of energy through the water, the energy strikes the ceiling and causes it to collapse, Lara dodges the debris and swims up into the hole.

Event / AI

Components: Knight model and anims, FX for energy, flip map for the fallen ceiling, debris models.

- The 1st Trap Tunnel – Uses the generic Traps first seen in Paris 5 (Beneath the Louvre). The tunnels are quite Linear and involve Lara being chased by a ball of white hot flame, It is unleashed by a rockfall when Lara gets into the first tunnel, the rocks smash through the floor and cause the fireball to shoot up from the hole. Lara has to stay ahead of the fireball whilst jumping over the many platforms and traps.

Script / Event

Components: Fireball FX, Way-points for fireball, Positioning of generic traps.

- The Vault of Trophies – Lara enters the Vault, the final Painting lies in here, there is an uneasy silence apart from the roaring fire in the fireplace. A dead knight of the Lux Veritatis sits slumped in his chair, a book sits open in front of him, the pages of the book match the large tapestry that hangs on the opposite far wall, the painting must be behind the tapestry. Lara can raise the Tapestry by using the chains, the wall behind the tapestry has many climbable areas on it, Lara must negotiate the wall to the top and monkey swing across the top of the room onto the first wooden support beam, from here she jumps across more beams and lands on the central wooden chandelier, the chandelier falls slowly under Lara's weight and releases a mechanism that pulls one of the bookcases into the wall. Lara enters the new bookcase hole and finds the last Obscura painting. Lara leaves the secret hole and returns to the vault, it's now full of un-dead knights, same ones as the Louvre. Lara fights them to the death, when the last knight is dead the fire in the grate blows out, Lara can now leave the

Vault via the fireplace.

Script / Event

Components: The Knights Book model, The Tapestry with anims for raising up, The wall behind the tapestry with climb areas, Chains to raise the tapestry, Chandelier with anims, Moveable bookcase with anims, The Final Painting model, Undead knight from the Louvre.

Events

- The Boaz Beast pt.1 – Lara enters the Boaz chamber, after the cutscene it's Kurtis that must face this little beauty. The Boaz beast has four weak spots down it's back, Kurtis can Target these either with his gun or the Chirugai Blade. The Beast will do everything it can to stop Kurtis from doing this, it has many vile attacks including pincers, bladed feet that stomp on Kurtis, a long tail that it can swing at him, but these are just the beginning. The Boaz Beast can launch white-hot plasma from its mouth, it can also rear up onto it's pincers and launch blobs of a web like substance, the webs fly into the air and splat on the ground around Boaz, Kurtis must dodge the web puddles or he'll get stuck, allowing Boaz to spike him.

Components: Boaz model and anims, Targeting on the weak points, splat FX for hitting the weak points, Plasma FX, Web blob FX, Web blob puddles, Web FX for Kurtis.

- The Boaz Beast pt. 2 – When Kurtis destroys all weak points the beast appears to die, it falls to the floor. In cutscene we see the carcass split open and reveal the Boaz fly, Kurtis must kill it. The Boaz Fly has similar web weapons to the Boaz Beast, she can launch webbing from her right arm, if Kurtis shoots the web blob before she throws it the Boaz Fly will get stuck in her own webbing and fall to the floor, she is weakened but only for a short while. Kurtis must target the fly's head and hit it three times, the third hit will kill Boaz.

Components: Web blob FX, Boaz Fly Head hit FX.

Zone 6 – The Alchemist Lair

- The 2nd Trap Tunnel – Uses the generic Traps first seen in Paris 5 (Beneath the Louvre). The tunnels are quite Linear and involve Lara chasing Eckhard who must appear at set points to give the impression that Lara is chasing him.

Components: Way points for Eckhardt, Positioning of generic traps.

- Floating Platforms – All part of Eckhardt's black alchemy, the floating pieces of rock spin up from the bottomless sections of the tunnels and form the platforms, Lara must jump across the sequence of platforms before they crumble again.

Event

Components: Floating Platform model and anims.

- The Lake Cavern – We see Eckhardt run into the cavern, he kneels down beside the water and touches it with his glove, the water turns to ice, Eckhardt runs across the ice toward the two huge statues that guard the exit. He reaches the other side and again touches the ice with the glove, the ice now turns to Lava, Lara enters the cavern and must get across the lava lake, this will take all of her jumping and climbing skills to accomplish.

Event

Components: Anim for Eckhardt touching the water/ice, Way-points for Eckhardt, Water to Ice to Lava FX.

- The Alchemist Lab – Lara reaches the lab, she needs to find the third and final Periap shard. There is a smaller room off to the right, it has a pit full of Acid in the centre, deep within the pit lies the third Shard. Within the Lab sits a large wooden device, some sort of Alchemic machine. Lara must get the Shard from the acid, the only way is to use the machine, she must find three glass vials, each vial is full of a different element: Hydrogen, Oxygen and Sodium Chloride (salt), each vial is placed somewhere in the Lab, either in the machine or near the pit of acid. When all three vials have been placed correctly the alchemic machine produces salt-water which flows down through the Lab via a gutter in the floor, when it reaches the acid pit a chemical reaction takes place that changes the acid into pure water. Lara can now swim down and take the final shard, she returns to the surface only to see the exit door to the Final lab open. The final lab is the place where Eckhardt holds his dreadful experiment, the sleeper.

Event / Script

Components: The Three Element Vials, Acid FX that change to water, FX for the water flowing down into the acid pit.

- The final Lab has both Eckhardt and Karel as Boss enemies, they both need coding.

- The FX for Eckhardts glove need coding, he fires a strange energy beam from the glove.
- Karel can change into pure heat rendering him nearly invisible. The FX for this need code. He also uses this effect to shape shift – he becomes pure heat first then changes and becomes visible again.
- The sleeper FX need code, as the sleeper awakens it begins to glow, the glow increases as fingers of electricity strike the lab walls, they also strike Karel who then launches this energy at Lara.

In essence Any thing with Script needs Alex or someone to code it where as the Event one can be done by the mappers.

18 Scripts Should take 1 day max for the most complicated one's

43 Events.