

CLUB OF THE MONTH:

THE SERPENT ROUGE:

As discussed previously, in some other document, there are TWO ENTRANCES into this club.

One is via Pierre (the café owners) key, and will lead you into the ground level BACK EXIT.

The other is via Bernard (bloke in parks) key, and will lead you into THE BEER CELLAR.

THE BEER CELLAR (bernies 'entrance'):

From a small recess around the back of the club is the door to the cellar, containing beer, crates, and other such paraphernalia, like a GIANT FUSE BOX.

THE DOOR TO THE MAIN (GROUND) FLOOR OF THE CLUB IS LOCKED.

Lara is aware that the police are sniffing around in the building, because there is a grille in the ceiling above her, built into the main club ground floor.

Through this (perhaps in cutscene, though I can't see why it would want to be) she can see the police moving around above her.

So the player knows the police are up there, and they know that they need to get in to find the money (from conversation with BERNARD) - but there appears to be no way of getting the door open.

Until lara finds the only thing in there that does anything, the GIANT FUSE BOX.

This will be like your basic home and garden fuse box, but a bit more old fashioned, and French. Fuses on the front and a big ceramic pull handle on one side of the box. So lara pulls the handle and it BREAKS OFF.

The only other thing in this area is an ADJUSTABLE SPANNER- The adjustable spanner can be used to grab the little switchy endy bit that is still left protruding from the brokey off switch, and TURN IT OFF.

Now, you might be thinking, what a stupid puzzle, and to some degree, you'd be right - BUT - the spanner isn't just lying around on the floor for Lara to pick up and run off with, oh no... the SPANNER is connected to some elaborate pipework in turn connected to the barrels, that someone has left there to plug a leak or such like...

So a bit of SEARCHING will be in order.

TURNING SWITCH OFF:

SO, now you've turned the switch off - what was the point of that, you may ask? Because the police are now wondering why the lights have gone out, and OPEN THE DOOR TO THE CELLAR TO CHECK WHAT IS GOING ON.

If you remember, the door was previously locked. You now have access to the ground floor of the club, but YOU MUST CREEP AROUND THE TORCH CARRYING Police officers. (if caught, loss of life).

GROUND FLOOR:

The ground floor consists of a dance floor, and a small stage like area containing a DJ box and speakers towards one of the back walls.

Close to this there is a *locked door*. (explained later) There are a set of stairs leading up beside the dancefloor to the first floor (obviously). As the club has closed down, there will be various boxes containing lights etc., and possibly tables the police have laid out to sift through evidence.

Talking of police, there are about four or five in the club, only two of whom have meandered downstairs to check the fuses. The other two are on the ground floor, waiting for the lights to come back up, and possibly playing a little game to pass the time.

The other officer is in the back rooms of the club, as explained in '*pierres entrance*' (at end of document)

Having managed to sneak past them in the dark, we can have a little SETPIECE as THE LIGHTS COME BACK ON EXPOSING LARA IN THE MIDDLE OF THE CLUB.

The player will have a short amount of time to dodge back behind something out of view of the ground floor AND basement officers who rejoin in the middle of the dance floor.

So NOW, lara must find a way to distract them AGAIN so she can get past them and uppa da stairway.

DJ BOX:

Making sure that the police don't spot her, the only real route available is around to the back of the dj box. THERE IS A LARGE PROMINENT CABLE LEADING FROM THE DJ BOX TO A PLUG SOCKET. IT IS NOT PLUGGED IN.

If the player ignores the plug and moves around to the back of the dj box, they will find an enormous switch marked 'je Suisse un vous-on **ELECTRICITY** de la **ON** comment allez vous un **DJ BOX** pomme du terte.'

Now, if the player CHOOSES TO PLUG THE PLUG IN *FIRST* AND *THEN* SWITCH THE POWER ON AT THE DJ BOOTH, THE SPEAKERS WILL ACTIVATE (playing je'taime at full volume) **AND THE POLICE WILL RUN TO BEHIND THE DJ BOX, CATCHING HER..**

If, on the other hand, lara TURNS THE DJ BOX SWITCH ON **FIRST**, then RETURNS TO THE PLUG AND PLUGS IT IN, THE POLICE WILL AGAIN SWARM ROUND TO THE DJ BOX, but lara will be CONCEALED OVER BY WHERE THE PLUG IS.

SHE CAN THEN RUN UP THE STAIRS, WHILE THE POLICE MINCE AROUND BEHIND THE DJ BOX, DISTRACTED.

Bear in mind that the police will be wary now, and start checking round the club for intruders/poltergeists.

DJ BOX/PAWN ITEMS -

If you have the presence of mind (or the time) to search around behind the dj box, you will find a number of pawnable items -

Serge gainsborough cd's, old vinyl, equipment, microphones, onions, stripey jumpers, that sort of thing.

Pawn these with RENNES to get extra money to bribe the doorman at LE MUR, if that is the route you have so chosen to take, oh wise one...

FIRST TO SECOND FLOOR:

The first floor is a balcony area, perhaps with stalls of old theatre seating in it, a bar, that kind of thing.

I presume at this point if lara has been a bit noisy, the police will be scanning this area, possibly even chasing lara to give her a thrashing.

The normal route to the second floor will either be locked, or blocked by general club stuff that has been moved around since the club was shut down. Or perhaps there is a police officer nobbing around in the doorway, dusting for vomit, that kind of thing - whatever it takes to stop lara going up that particular route.

The route available to lara is to get onto the balcony lip (overlooking the first floor dancefloor), and JUMP to one of the side balconies.

From the side balcony, she will be able to jump to the second floor, PROBABLY VIA A WOBBLY CHANDELIER, or some such like..

WOBBLY CHANDELIER:

Wobbly chandelier, as SOON AS LARA LANDS ON IT, THE POLICE WILL SPOT HER, if they have not previously done so already

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From this point in, they will continue to harass her - we can possibly bung in a couple of action setpieces to keep the player revved up, y'know, lara starts to slip from a ledge, while loads of police shoot at her.

Andy's Thought for today:

French police + guns = not allowed.

THIRD FLOOR:

The third floor will be a small balcony area, pretty much empty apart from a de-stocked bar and TWO DOORS.

DOOR ONE:

Locked, since after the club was shut down. The Police on the other side of this, frantically trying to break it down with their truncheons. This will add a bit of tension, probably.

DOOR TWO:

This leads through to a short passageway, which in turn leads through to the LIGHTING BOX.

LIGHTING BOX:

Not a box which contains lights, but a ROOM which contains CONTROLS FOR LIGHTS.

Employees would have entered this chamber, and using the digits formed through thousands of years of evolution, will manipulate levers and 'knobs' to evoke sensations of brightness/colour/darkness associated with the particular music style present on said evening.

A small (crawlable) catwalk with all the lights dangling from it leads from a locked hatch within the lighting box. The lights are hanging from a number of intercrossing scaffolding rigs, some of them motorized for them thar funka funka effects.

TURNING THE LIGHTS ON:

THE MONEY (the point of this whole exercise) IS HIDDEN IN THE TOP OF ONE OF THE SPOTLIGHTS.

Bernard or Pierre, whichever route you have chosen, will alert you to this fact in one of their gripping previous conversations.

IT IS BENEFICIAL FOR THE PLAYER TO TURN THE LIGHTS ON FIRST, so that they can pinpoint which light has the money hidden in it, (it's the one that doesn't turn on).

If they DON'T turn the lighting rig on, then that just means they'll have to search all the lights until they find the right one, which may appeal to a certain type of person.

Obviously it doesn't matter how much lara turns the lights on and off, they've previously been alerted to her presence anyway.

THE HATCH:

The key for the little hatch is hidden somewhere in the room, just to get the player into the habit of searching things. There should also be some way available of forcing this open. it leads out to the light scaffolding rigs.

N.B. searching the room will also turn up a couple of interesting pawnable items, a LIGHT BULB, and a PLUG MULTI SOCKET. Or something like that.

THE CONTROL DESK:

There was an idea mentioned that the specific light lara needs to get to is on an inaccessible rig, hanging loosely from the roof buttock of the club.
LARA MAY HAVE TO MANIPULATE THE RIGS from the control panel to bring the one with the specific (money) light over to an accessible spot.
Bear in mind that the police might be getting a bit hectic at this point.

SCAFFOLDING:

Right, so let's assume lara's got out onto the rigs, and has managed to get to the money light. She's found the money, and is wending her way back to the lighting box. OH NO! one of the feds has got into the lighting box, and is crawling out to confront our polygonal heroine!!
Whatever next?

TWO ROUTES:

At this point, lara will have two routes available to her-

She can either SWING ACROSS THE CLUB AND OUT OF A WINDOW, in cutscene, as the police look on in amazement/boredom - escaping that way...

OR

She can crawl back out across the lighting rigs, and into a WALLSPACE BEHIND one of the urm, walls, where she will be able to negotiate herself down towards ground level, perhaps doing a bit of a nikita down a garbage chute, that sort of thing, and arriving in the alley behind the club.

Bit like the bit in the wall out of the matrix, bullet holes perhaps penetrating the plasterboard, piping breaking off under lara's weight, that sort of thing.

THIS ROUTE WILL Benefit THE PLAYER IN THE EXTRA SKILLS DEPARTMENT.

PIERRES 'entrance' :

Unfortunately, you might think this is almost the end of the document, but NO - This is the OTHER ROUTE, using pierres (café bloke) key, as opposed to bernards key, which leads you in by the beer cellar.

Pierres key takes you into behind the stage area, which consists of CLOAKROOMS, an OFFICE, DRESSING ROOMS.

There is a central CORRIDOR which will eventually (when you've opened it) bring you out near the DJ BOX as discussed previously, and will involve you doing the same turny on power distract police thing.

CENTRAL CORRIDOR:

The doorway leading to the DJ BOX can only be opened from inside AND ONLY BY THE POLICEMAN (discussed below), so the

player can't wander into this area if they have used
PIERRES KEY.

Off the central corridor is AN OFFICE, there is officer in
here, checking through the documents.

LARA MUST DISTRACT THE OFFICER, by making a noise in the
CENTRAL CORRIDOR, perhaps setting off a fire extinguisher,
something like that.

THERE IS NOWHERE TO HIDE IN THE CENTRAL CORRIDOR APART FROM
A GAP IN THE PIPEWORK ABOVE, INTO WHICH LARA MUST PULL
HERSELF.

THE PLAYER MUST TIME IT SO THAT AS LARA PULLS HERSELF UP,
THE OFFICER WILL MEANDER OUT OF THE OFFICE TO CHECK THE
NOISE, OPEN THE DOOR AT THE END (WITH THE CLUB KEYS) AND
ASK HIS FELLOW OFFICERS IF THEY HAVE HEARD A NOISE. HE WILL
THEN MEANDER BACK DOWN TO THE OFFICE AND CARRY ON RIFLING
THROUGH HIS SPECIALITY PAPERS.

Lara can then nip through the now open door to the DJ BOX
area.

LARA WILL BE HANGING ON BY THE GRAB BAR, AND IF SHE DOES
NOT TIME IT CORRECTLY WILL FALL OUT ON TOP OF THE OFFICER

The player will be rewarded with some extra strength points
if they manage to 'pull it off', so to speak.

CLOAKROOM AND DRESSING ROOM:

Money and pawnable items available here.

And that's about that with 'le serpent rouge'.

NOTE:

There was some discussion as to whether the object hidden
in the light should be money or something a bit more
interesting. One of the ideas was a small ornate box, that
when opened creates astonishment from whoever can see
inside it.

But the player never actually does see inside it, like the briefcase from 'pulp fiction', or the boot of the car out of 'repo man'.

The other idea was to make it a very small, very expensive sculpture of a beautiful shaved monkey, made out of dough. Eating a banana. With a hat on. (not the monkey, the banana.).

Any ideas what YOU would like lara to find?

Contact blah thing blah on bluh bluh blah bluh.

BYE!