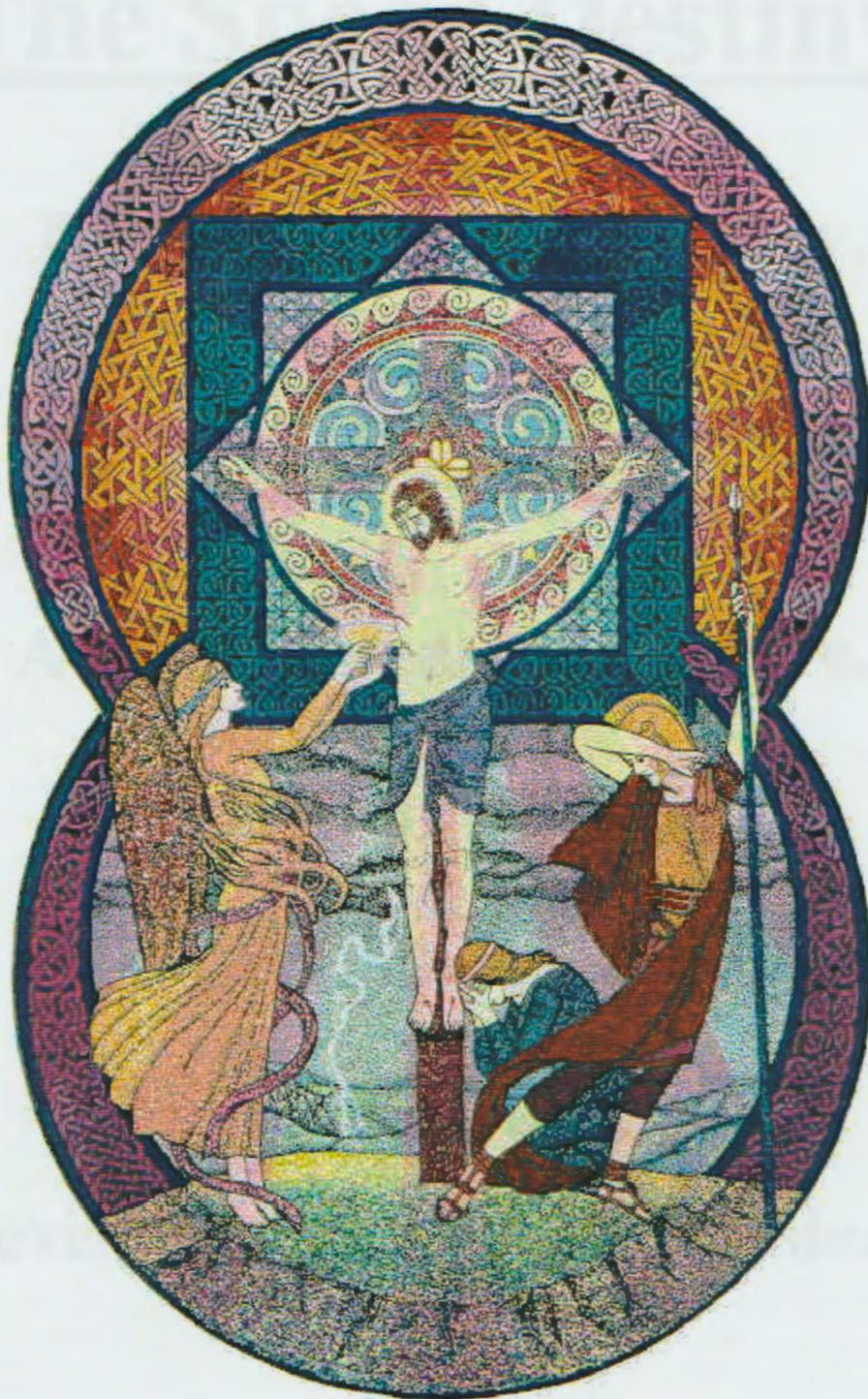


The Spear of Destiny



TombRaider V. **The Spear Destiny.**

The artifact and its history.
Introduction and Storyline.
FMV intro and Overview.

Game plan flow chart.
Areas / contents at a glance.
Item design.
Puzzle descriptions.
Cutscenes.
NPC's and Set pieces.
Required Sound FX / Bites.

Level descriptions & Misc ideas.

Please note that all information contained in this document is subject to change.

The artifact and its history.

In the final chapters of the Gospel of Saint John, it is told how a soldier pierced the side of Christ with a Spear. The name of this soldier was Gaius Cassius and he attended the crucifixion as the official Roman representative for the Pro-Consul, Pontius Pilate. Cataracts in both eyes prevented this veteran officer from battle service with his Legion and instead he reported on the religious and political scene in Jerusalem.

For two years Gaius Cassius had followed the activities of a certain Jesus of Nazareth who claimed to be the Messiah and looked like undermining the authority of the Roman occupation of Israel.

The Roman Centurion now watched as the Legionaries carried out the execution of Jesus Christ and like them, he was impressed by his courage, dignity and bearing on the cross.

The prophet Isaiah had said of the Messiah, "A bone of Him shall not be broken." Because of this Annas, the aged advisor to the Sanhedrin, was intent on mutilating the dead body of Christ to prove to the Masses that he was not the Messiah. Jewish Law decreed that no man should be executed on the Sabbath Day, so they asked Pontius Pilate for the authority to break the limbs of the crucified men so that they should die before dusk on Friday afternoon (5th April, 33 AD).

A party from the Temple Guard was sent out for this purpose to the mount on Golgotha, also known as the Place of the Skull. At their head, the Captain carried the Spear of Herod, King of the Jews.

When the party from the Temple Guard arrived at the scene of crucifixion the Roman soldiers turned their backs in disgust. Only Gaius Cassius remained to witness how these vassals of the High Priest clubbed and crushed the skulls and limbs of Gestas and Dismas nailed to the Crosses on either side of Jesus Christ. The Roman centurion was so repelled by the sight of the dreadful mutilation of the bodies of the two thieves and so touched by Christ's humble and fearless submission to the cruel nailing that he decided to protect the body of the Nazarene.

Charging his horse towards the high central Cross, the Roman centurion thrust the Spear into the right side of Jesus Christ, piercing his chest between the fourth and fifth ribs to prove that he was already dead. And so it was that he unwittingly fulfilled the prophecy of Ezekiel: "They shall look upon Him whom they have pierced."

Because the earthly wounds from the Spear and the nailing appeared upon the Phantom Body of the risen Christ, the first Christians believed that had his bones been shattered on the Cross, the Resurrection as we know it could never have been accomplished.

Gaius Cassius, who had performed a martial deed out of the compassionate motive to protect the body of Jesus Christ, became known as St. Longinus the Spearman. A convert to Christianity, he came to be revered as a great hero and saint by the first Christian community in Jerusalem.

The spear which had pierced the side of Christ became one of the great treasures of Christendom in which one of the nails from the Cross was later placed. The legends grew around it, gaining strength with the passing of the centuries, that whoever possessed it and understood the powers it served, held the destiny of the world in his hands.



Introduction.

Legend has it that to hold the Spear of Destiny will reveal to the initiate mysterious powers and place one at the threshold of understanding their own destiny. It will bring glory to some - and death to others.

It has been recognized as a talisman of power throughout the centuries. It had been raised in the hand of Joshua when he signaled his soldiers to shout the great shout, which crumbled the walls of Jericho. Herod the Great also held this insignia of power over life and death when he ordered the massacre of the innocent babes throughout Judea in his attempt to slay the Christ child. The Roman centurion, Gaius Cassius had thrust the Spear into the side of Jesus Christ himself as his body hung limp, dead from the cross.

At some point in its history the Spear had been tainted with a dark evil quality. It was this dark quality and the supposed divine power of the Spear that first enthralled Adolph Hitler. The Nazis were fascinated with relics of all religions and were believed to be dabblers in the occult as well.

On 12th March 1938, the day Hitler annexed Austria; he arrived in Vienna a conquering hero. His first port of call was to the Hofburg Treasure house where he took possession of the Spear, which he immediately ordered to be sent to Nuremberg, the spiritual capital of Nazi Germany. After a few months of intense study the Spear was mysteriously loaded onto a German U-boat and dispatched to a unknown location. However, at some point during transit all contact was lost. It was presumed that the U-boat had been attacked by Allied forces and sunk deep into the ocean - never to be recovered from the murky depths. Until now.

Storyline.

For four decades, the world lived under the threat of a nuclear holocaust. Then the Berlin Wall fell, and the Soviet Union came next. Suddenly, the superpowers missiles were no longer targeted at cities, and the prospect of Armageddon dimmed.

Nuclear nightmares do not die, however; they change. Instead of a hostile Soviet superpower, the world now confronts a new, more benign Russia. Yet the new Russia is, in some ways, more dangerous than the last. It is a place where chaos and crime are a constant, where old safeguards are eroding or have already fallen away.

During the entire Soviet period, the expenses of the Navy were always covered by the state, and the Russian Northern Fleet never had to contend with any economic difficulties. However, now the Navy is unable to pay for the services formerly provided by the state. Many of the shipyards who house and maintain the Nuclear Submarines of the Northern Fleet now receive no financial assistance, and must try to survive according to the economic principles of the free market.

The reality of this is a desperate shortage of funds, with essential repair works impossible to complete and mens wages seldom if ever, being paid. **Admiral Yarofev**, a proud man who has watched his beloved country turn rotten following the collapse of the communist safety net, recognizes that the situation has now become critical and he must in anyway possible, earn the funds needed to improve his fleets economic condition until the political situation in Russia stabilizes.

Aswell as permitting naval shipyards to carry out the dismantling of old naval vessels and sell the salvaged metals for scrap, Yarofev also decides to take a much more profitable and yet sinister route. He initiates direct talks with **Sergei Mikhailov**, the head of Russia's largest Mafia organization who specialize in the drug and gun smuggling trade. After several meetings both men are finally agreed; and the Delta-class Nuclear Submarines of the Northern Fleet resume once more the stealth operations that have taken them undetected to the very coast of America itself, only this time delivering a very different, yet just as deadly payload.

Sergei Mikhailov stands on the dockyard of Zapadnaya Litsa, home of Russia's most feared nuclear deterrent. He surveys the multi-million dollar technology around him, the result of decades of cold-war, and marvels at how all this has come to be at his disposal. With these Submarines, Mikhas knows he finally has the chance to claim as his own the true talisman of power; the **Spear of Destiny**. With it he hopes to create a 'Vorovski Mir'; a 'Thieve's World', with himself as the ultimate Godfather.

FMV Introduction. (This will all be expanded on with a proper script written for it).

FMV shows **Lara** and **Jean Yves** slowly walking through the barren and Artic like conditions of the Russian landscape as they approach the Submarine base of Zapadnaya Litsa. As they walk Jean Yves is explaining to Lara the current situation at the Naval Base, and asks her to exercise extreme caution. As they round a corner they can see the base in the distance "The base itself is extremely run down and very dangerous" he says,"and these men are all trained killers" gesturing to the barely visible armed guards down below. "You must try to remain undetected at all times, if the alarm goes up you won't have a chance, please be careful Lara..." He hands her a tracking device and waves goodbye.

Big Black Polit cars show the Russian Mafia members arriving? (One is like Robbie Coltrane out of Golden Eye.)

The Spear of Destiny Levels – A brief overview.

Lara and her old friend **Jean Yves** stand on the top of a snowy hill looking down onto the large, run-down dockyard of Zapadnaya Litsa, home of the Russian Northern Fleet. Jean Yves hands Lara a tracking device so he knows her location at all times and bids her farewell. From here Lara must carefully locate the entrance to the hidden military base where the Hi-tech Nuclear Submarine is being prepared to undertake its journey to locate the sunken U-boat. On finding the Submarine Lara must somehow get on board undetected and stow away until the U-boat is found. She must now make her way through the Nuclear Submarine, locate some diving apparatus and leave the relative safety of the Sub to deep sea dive the wreck of the sunken U-boat, avoiding attacks from Mikhas's frogmen as well as searching for the Spear of Destiny itself. On recovering the Spear Lara must make her way back to the Sub and its crew who are now very much aware of her presence. She must then find her way back through the Submarine to its escape trunk and back to the surface where Jean Yves appears by Speedboat in the nick of time to whisk her off to safety! Phew!

Introductory FMV!

Zapadnaya Litsa - Naval Base Exterior

Lara must explore this arctic looking area trying to find the entrance to the Submarine base. The first obstacle is an electrified fence which must be overcome (PZLE A). Once inside snipers become a threat (use sniper rifle to defeat these). One of the warehouses contains a (KOCHE). If Lara stealths guards before being spotted she can enter secret areas. The entrance to the base is open but on approach the alarms raised and gate closed (SP A). Several routes offer ways into the base but only one works. To enter base a CROWBAR is needed.

Naval Base Interior

On entering the Naval Base the player will find a large open area with a crane hanging from the ceiling. A control booth can be seen high on one of the walls, through the bulletproof glass we can see the controller as he looks out over the room. (SP B) As Lara passes through the area she is spotted and attacked with the crane. To stop the attack the player must enter the control booth and defeat the controller. Then the crane is used to re-arrange the crates and create a clearpath to the sub dock area. (CS A). A (SPANNER) can also be found here.

Spent Nuclear Fuel Storage

Here we are presented with a maze of deadly toxic water ways. Pipes with liqued gushing through them line the walls, if any are hit by bullets deadly steam blows out of them for a short period of time. (PZLE C) must be solved to lower one of the water levels and gain access to the Crane control Booth.

Warehouse Complex Interior

This large warehouse complex is used to house some of the Mafia's various cargo crates. On the walls open style lifts can be found which the player must use to transport several push / pull objects to strategic positions around the higher levels of the warehouse. Using these blocks the player can make previously impossible jumps (PZLE B). A (RIFLE) and (LASER SIGHT) can be found here. Lara can deathslide across the warehouses using the hooks and chains used to transport crates. In the uppermost levels the player can find a (CROWBAR), needed to force entry into the Base.

Supply Storage Area

In the upper levels of this storage area Lara finds a security booth containing two guards, both with their feet up watching a large bank of security screens. (SP C) After entering the room & dealing with the guards Lara recovers a security (SWIPECARD) which is needed to gain access to the Nuclear Fuel Storage Facilities.

Submarine Dockyard Area

In this area (CS B) shows Admiral Yarofev and Sergei Mikhailov having a conversation about the various details of the mission. Around them their men are conducting checks on the Sub, preparing for departure. The men then board the sub through the tower and seal it behind them. The sub can now only be accessed through the loading bay, on doing so the hatch closes and Lara is sealed in! (CS C). Noises and vibrations show that the sub is moving.

Into the Sub!

Going to the Torpedo room

As Lara makes her way through the submarines corridors towards the torpedo room she passes through the **Officers ward room**, as well as several smaller **Utility rooms** (SP F). Along the way she has the opportunity to fight some people and stealth attack others. As each section is sealed off from the others Lara can use her guns without fear of alerting the whole submarine. In the **torpedo room** Lara finds some deep sea diving suits, (CS F) shows her dressing and entering an airlock...

The Mess Deck

One of the largest areas in the submarine, Lara emerges from the Galley to find a large group of men sat around eating their meals (SP E) On spotting Lara the men reach for their weapons and a good old fashioned gun fight ensues. Other baddies occasionally enter through various doors, eventually allowing Lara to leave the room.

Supplies Room & Crew Berthing Room

On screen message "several hours later..." (CS D) shows that Lara is discovered by **Admiral Yarofev** and two of his men. She is taken to the crew berthing area, relieved of all her inventory items and locked in with an armed guard outside. The player must solve (PZLE D), to escape from the prison and enter the ships maze of ducting.

The Galley

Exiting from the ducting Lara finds a cook (PZLE E), (SP D) His back is to her and he is working at his stove. She must use a stealth attack to sneak up behind him and take him out - If not he will attack her with a kitchen knife. He then drops (LOCKER KEY) allowing Lara to get (PISTOLS). Another crew member then walks in allowing Lara to exit.

The Ducting / Passing over the Control Room

As Lara crawls through the ducting looking for an exit point she passes the **Control Room** and over hears/sees the **Admiral** and **Sergei** congratulating each other on the discovery of the U-boat. (CS E). The Admiral instructs his divers to the torpedo room to prepare for immediate disembarkation. At some other point Lara discovers the (KOSHE).

Dive the Wreck!

The Murky Depths

Leaving the relative safety of the Submarine through the airlock, Lara enters the dark murky depths of the Arctic Ocean. She finds the Submarine floating 20 feet above the rocky ocean floor. The deep sea diving suit she is wearing allows her to withstand the pressure, and with the help of high powered spotlights lighting the area immediately in front of her she is able to begin the investigation. Returning to this area with the Spear & re-entering the airlock will allow the player to exit the level.

Entering The Wreck of U-435

As Lara searches the area she must avoid the occasional Deep Sea Submersables who have already been dispatched into the area and are conducting their own search for the U-435. On finding the wreck Lara must make her way into the nearly unrecognisable U-435. Using the suit she can rip some weak areas of metal away from the wreck walls, open locked doors and pull levers in order to access new areas. The suit will supply her with infinite air at this point of the level.

The Heart of the U-435

With Lara deep into the wreck of the U-435 she eventually finds a small area containing a large metal chest. On picking this up (CS G) shows Lara carefully opening the chest and finally gazing upon the (SPEAR OF DESTINY). As she carefully removes the spear from its casing and places it into the pouch on the front of her suit, the wreck rocks slightly and some loose bits of metal fall away, glancing Lara as they pass. This breaks one of her air tubes and suddenly we see her air supply is falling rapidly! The player must quickly make their way back to the Nuclear Submarine. However after the disturbance some pathways through the wreck have now become closed. Lara must find an alternative route out before she runs out of air!

Leaving The Wreck of U-435

On leaving the wreck Lara finds that the D.S.S.'s previously scouring the surrounding areas have now homed in on the wreck, presenting the player with some real problems in returning to the Sub.

Back to the Sub!

Back into the Torpedo Room

As Lara emerges from the air lock she is confronted by **Sergei Mikhailov** and his armed goons. (CS H) shows Lara killing **Sergei** with the spear and the resulting chaos. The generator goes into meltdown, (warning, all personnel report to escape trunk for immediate evacuation SFX) Lara must deal with the goons, get (ALL WEAPONS), exit the room, and backtrack through the now fucked up **Sonar room, Control Room, & Storage Rooms**. (SP G)

The forward escape trunk

On reaching the escape trunk Lara finds **Admiral Yarofev**, (SP H) who is trying to leave the submarine before it is too late. (CS I) shows the Admiral giving Lara (GOLD KEY) "this will open the door to the **C.O. State Room** - but you must be quick" he says. If Lara then returns with the **Steinke Hoods** (CS J) will shown her dressing and helping the older man into the escape trunk, on closing the hatch behind them we cut to end FMV.

Backtracking to the C.O. State Room

As Lara backtracks through the **Storage Rooms** and **Control Room** she must solve (PZLE F) in order to make it to the **C.O.'s Stateroom**. this is a relatively spacious area and contains the C.O.'s papers, manuals as well as a safe for classified documents. There is also equipment available that shows the submarines position, course, speed, heading and depth... It is here Lara finds a pair of (STEINKE HOODS).

End FMV!

Areas / contents at a glance.

How do you enter area?	Area name.	Items / Weapons found in this area.	Puzzles found in this area.	SP's / Cutscenes.
	Naval Base Exterior	KOSHE	PUZZLE A	SP A
	Warehouse Complex Interior	RIFLE, SIGHT & CROWBAR	PUZZLE B	
CROWBAR	Naval Base Interior	SPANNER		SP B / CS A
	Supply Storage Area	SWIPECARD		SP C
SWIPECARD	Spent Nuclear Fuel Storage		PUZZLE C	
CS A	Submarine Dockyard Area			CS B & C
	Supplies Room & Berthing		PUZZLE D	CS D
FILE D	The Ducting / Control Room	KOSHE		CS E
	The Galley	PISTOLS & LOCKER KEY	PUZZLE E	SP D
FILE E	The Mess Deck			SP E
	Going to the Torpedo Room			SP F / CS F
	The Murky Depths			
	Entering the Wreck of U-435			
	The Heart of the U-435	SPEAR OF DESTINY		CS G
	Leaving the Wreck of U-435			
	Back into the Torpedo Room	*ALL WEAPONS!*		SP G / CS H
	The forward escape trunk	GOLD KEY		SP H / CS I & J
GOLD KEY	The C.O state room	STEINKE HOODS	PUZZLE F	
TOTAL:-	18 Areas.	12 Individual Items.	6 Puzzles.	6 SP / 10 CS

Relicart - Found in the Supply storage area.

A security keycard, this is needed to enter the Spent Nuclear Storage Facility.

Spanner - Found in the Galley area.

Used to pry - used for map?

Lockerkey - Found in the Galley area.

This small locker type key is dropped by the cook and allows Lock entrance into a small office type area just off from the Galley, it is here that she receives her plotch.

Spear of Destiny - Found in the Heart of the U-435 area.

The holy artifact back, only the head of the spear remains. It is broken into two parts, with a nail from the holy cross itself bound to the center face of the spear. (possible use: this puzzle with these two parts)

Item descriptions.

Koshe. - **Found in Naval base exterior and The Ducting areas.**

Resembling a large rubber sausage, this Koshe is needed in order to take out guards with a stealth attack move.

Rifle. - **Found in the Warehouse Complex Interior area.**

This sniper rifle has fantastic accuracy over a long range but must be combined with the telescopic site to reach its full potential.

Telescopic Sight. - **Found in the Warehouse Complex Interior area.**

Combine with Rifle to have a total sniper experience!

Crowbar. - **Found in the Warehouse complex interior area.**

This is a crowbar and is needed to force entry into the Naval Base Interior section. It can also be used to gain access to other small bonus areas. (Special crowbar forcing anims?)

Spanner. - **Found in the Naval Base Interior area.**

This normal looking silver spanner has to be used to turn a stop valve as described in Puzzle C.

Swipe card. - **Found in the Supply storage area.**

A security swipe card, this is needed to enter the Spent Nuclear Storage Facility.

Pistols. - **Found in the Galley area.**

Lara's pistols – need I say more?

Locker key. - **Found in the Galley area.**

This small locker type key is dropped by the cook and allows Lara entrance into a small office type area just off from the Galley, it is here that she recovers her pistols.

Spear of Destiny. - **Found in the Heart of the U-435 area.**

The holy artifact itself, only the head of the spear remains. It is broken into two parts, with a nail from the holy cross itself bound to the center line of the spear. (possible combination puzzle with these two parts?)

***All Weapons* - Found in the Torpedo Room area.**

After wasting Sergie with the spear, the resulting explosion takes out all his goons, who conveniently drop all their weapons. Lara can now run around the room stock piling weapons for the final run through the now fucked up nuclear submarine "Leninsky Komsomol".

Gold Key. - Found in the Forward escape trunk area.

Given to Lara by the Admiral this gold Chubb style key allows access to the C.O. State room.

Steinke Hoods. - Found in the C.O. State Room area.

These hoods protect the wearer from getting the "benz" in the event of an emergency ascent. Resembling lifejackets but with hoods covering the entire head they also supply air during ascent. Although they are not recommended for use in depths exceeding 600ft.

Puzzle descriptions.

Puzzle A. - Found in the Naval Base exterior area.

To cross the electrified fence the player must find a hidden entrance into the generator area located just inside the perimeter of the fence. They will then need to locate the power switch attached to the generator and turn it off. Doing this shuts down the generator allowing the player to climb over part of the fence found elsewhere in the level.

Objects needed for this puzzle – Generator and fuse box.

Animations needed for this puzzle – Lara climbing over the top of the fence

Puzzle B. - Found in the Warehouse Complex interior area.

Here the player must use the lifts found on the walls of the warehouse to transport push / pull boxes from level to level in order to allow Lara to make previously impossible jumps. Also she will be able to Deathslide across the warehouse using hooks and chains.

Objects needed for this puzzle – Pushable Crates / Lifts / Hooks and chains.

Animations needed for this puzzle – Lara activating Lift / Lara doing deathslide.

Puzzle C. - Found in the Spent Nuclear Fuel Storage facilities area.

Here the player needs to shut off the flow of water used to cool the spent nuclear reactors of dismantled nuclear submarines. To do this they must find a Spanner and use this to turn the stop valve. Doing this will open a doorway where they will need to activate the drainage system. They can then cross the previously submerged area and make their way up into the crane control booth.

Objects needed for this puzzle – Spanner and Stop Valve.

Animations needed for this puzzle – Lara turning Stop valve and activating drainage system.

Puzzle D. - Found in the Crew Berthing room.

Here Lara must simply jump and grab a grate in the ceiling, pulling it open will then allow access to the Ducting area.

Objects needed for this puzzle – Roof Grating.

Animations needed for this puzzle – Lara pulling the grating from the ceiling.

Puzzle E. - Found in the Galley area.

Here Lara must firstly find the Koche so that they can do a successful stealth attack on the cook found in the Galley area, using the Koche Lara knocks the cook out allowing her to pass. If the cook becomes alerted to Lara's presence he will attack her with a kitchen knife. In this case it will be necessary for the player to return into the ducting and wait for the cook to resume his cooking.

Objects needed for this puzzle – Koche.

Animations needed for this puzzle – Lara's stealth attack moves.

Puzzle F. - Found in the Backtracking to the C.O. State room area.

A room with a shallow layer of water on the floor. Some electrical cables have fallen from the ceiling and are now dangling into the water making it deadly to enter. Lara must find an alternative route across the room, however this route will only work in one direction. Lara must now find a trip switch to disable the power source so that she may cross back again...possibility of then throwing the switch again while baddies are in the water – frying them instantly!

Objects needed for this puzzle – Dangling cables.

Animations needed for this puzzle – Lara getting fried / Baddies getting fried.

Cutscene descriptions.

Cutscene A. - Found in the Naval Base Interior area.

This cutscene shows Lara using the crane to clear a pathway into the submarine loading bay – or something.... I don't think it needs any dialogue though....

Cutscene B. - Found in the Submarine Dockyard area.

This cutscene shows Lara creeping into the large submarine dockyard area, She finds herself high on a balcony overlooking the entire area. She can see and hear **Admiral Yarofev** and **Sergie Mikhailov** who are standing next to the submarine. Around them a few men are conducting final checks and loading some last minute items. The two men are talking about the mission they are about to undertake. **Admiral Yarofev** is the commander of the submarine, while **Sergie** is the Mafia don. It should be made obvious at this point that **Sergie** wears the trousers around here and that he's not a very nice man. **Yarofev**, while he still has his dignity, is really just a servant to **Sergie's** requests.

Cutscene C. - Found in the Submarine Loading Bay area.

This cutscene shows Lara as she stows away onto the submarine. She manages to get in through a loading bay, as she does so the door closes behind her. It doesn't take long before she realizes that the exit is locked. Lara looks around for another exit point but eventually has to accept that she is trapped. Perhaps she could sit down on a crate and put her head in her hands? She might even say something like "bugger". Or maybe not.

Cutscene D. - Found in the Supplies / Crew Berthing room area.

There is a level load and on screen message saying "several hours later..." Lara is still locked in the loading bay, though now shown in a different position from before, perhaps with her back leaning against a wall playing with her tits or something. All of a sudden the door flies open and in steps **Admiral Yarofev** with two of his goons, guns raised. It appears that they have somehow been alerted to Lara's presence. After a brief exchange in which Lara attempts to convince the Admiral of the dangers in retrieving the spear, he tells her he has no choice in the matter, as it's the request of that nasty Mafia boss bloke **Sergie**. She is then lead away at gunpoint and locked in the crew berthing room. The admiral instructs his two goons to stand guard outside the door. We then hear his voice/footsteps leaving the area.

Cutscene E. - Found in the Passing over the Control room area.

As Lara is crawling through the ducting she passes over the Control Room. Through the grating she can see both **Admiral Yarofev** and **Sergei Mikhailov** standing by the periscopes. Around them a few men can be seen sitting at their panels pushing buttons and stuff. The two men are congratulating each other on the successful discovery of the sunken U-boat. The Admiral instructs his men to take them in closer to the wreck, he then crosses over to the tannoy system and broadcasts the message for all divers to report to the torpedo room for immediate disembarkation...

Cutscene F. - Found in the Torpedo Room area.

This shows Lara getting into one of the deep-sea diving suits that are found in the torpedo room, and then entering an airlock. Could she perhaps talk to herself here? "I'm going to go and get that bloody spear myself" or something. Then load next level.

Cutscene G. - Found in the Heart of the U-435 area.

This cutscene shows Lara recovering the Spear of Destiny from a metal box found in the wreck of the U-435. She bends and picks up the box, opening it slowly and gazing at the contents...she then removes the Spear from the box and places it into a pouch located at the front of her diving suit. As she does so the wreck seems to rock slightly and some loose segments fall around her. One of these grazes the suit as it passes, breaking one of the tubes supplying Lara with air. Shock, horror! Quick Lara! Before you die! Quick!

No dialogue needed for this one!

Cutscene H. - Found in the Torpedo Room area.

Here Lara is shown stepping out of the airlock back into the submarine, and getting out of the diving suit. **Sergie Mikhailov** is waiting for her with several Mafia types. **Sergie** thanks Lara for the recovery of the spear and demands that she hand it over. The atmosphere is very threatening, and Lara's fate appears to be sealed. After a moments thought Lara flips the spear once in her hand, say's something along the lines of "you want it, you can have it!" and chucks the spear full pelt at his chest. **Sergie** is knocked back onto the wall behind him with a look of distinct surprise on his face as he slides slowly downwards, his goons all stare at him in equal shock. Slowly a strange glow can be seen around the spear, then suddenly bolts of electricity fly out and sparkle around the walls of the room (you know the sort of thing), Lara dives for cover as a couple of explosions kick off, conveniently taking out all of the goons for her. She stands back up, and the game is on. (The spear is left in the chest of **Sergie** and can not be removed.)

Cutscene I. - Found in the Forward Escape Trunk area.

Here we see **Admiral Yarofev** who is slumped against a wall by the Escape trunk, he appears to be badly wounded, and no longer has the use his legs. As Lara approaches he looks up at her and says something along the lines of "Ahhh, it's you again. I guess you were right about that spear, your only chance of escape now is through the escape trunk...but my men have already taken all the STINKY HOODS. Take this key and go to the C.O. State room, there should be a STEINKE HOOD in there...then come back here at once, you must be quick!" (Lara then has to go to the stateroom to find two STINKY HOODS)

Cutscene J. - Found in the Forward Escape Trunk area.

On returning to the Admiral, this cutscene shows Lara dressing in her STINKY HOOD, she offers one to the admiral who refuses, telling her to get into the escape trunk as he must close the inner hatch behind her, he's going to die and everyone knows it. After all this **Admiral Yarofev** is the real hero. He only worked with these horrible Mafia types so that he could pay his men and feed their starving children. Now it's all gone tits up and he's going to die. The unfairness of it all brings a tear to your eye.... Oh well. The hatch closes and we cut to end FMV.



NPC descriptions.

NPC 1. - Admiral Yarofev.

The Admiral is a proud man who has watched his beloved country turn rotten following the collapse of the communist safety net. He has been forced into dealing with the Russian Mafia in order to earn the funds needed to improve his fleet's economic condition. With over twenty years experience in his field he is well respected amongst his men and an excellent commander. However now the Mafia boss Sergie has muscled in, and has made it clear that he is now topdog.

NPC 2. - Sergie Mikhailov.

Sergei Mikhailov is the head of Russia's largest Mafia organization who specialize in the drug and gun smuggling trade. It is Mikhas who knows what it means to claim the Spear of Destiny as his own. With it he hopes to create a 'Vorovski Mir'; a 'Thieve's World', with himself as the ultimate Godfather. Sergei has got to the top through a combination of brains and brawn. He is not to be underestimated.

NPC 3. - Russian Mafia Types (x3).

Three lots of Russian Mafia types please!

NPC 4. - Guard Dogs.

Found patrolling the base either in packs or with handlers, these dogs are a real pain. Their barking can also attract unwanted attention.

NPC 5. - Russian Navy Types (x3).

Three lots of Russian Navy types please! (To include a Cook.)

NPC 6. - Russian Navy Deep Sea Diver.

A deep sea submersible type vehicle. These are dispatched from the nuclear submarine to scour the wreck of the U-435 for the Spear of Destiny. They are equipped with high powered spotlights to illuminate their surroundings.

NPC 7. - Fish (x3).

Three types of different sized fish would be nice, these do not present a problem for the player, but as fish often choose to live around wrecks it would be nice to see them swimming in and around the wreck area.

Set piece descriptions.

Set Piece A. - Found in the Naval Base exterior area.

This set piece shows the gate to the Naval Base being closed to prevent Lara from getting in. As Lara approaches she will be spotted by one of the two guards, who shouts back towards the gate, the gate controller can be seen through a bulletproof glass screen. He then pushes a button / rotates a wheel and closes the gate before the player can get in. If the player tries to attack the guards before being spotted then the guard who is not under attack will shout back to the gate.

Set Piece B. - Found in the Naval Base Interior area.

This set piece shows a navy worker using the crane controls to attack Lara. He can be seen through a bullet proof screen. Also an animation will be needed for when Lara bursts into the crane control booth and attacks the worker. He could be shown at first using the controls, then dashing towards a weapon or something...

Set Piece C. - Found in the Supply Storage area.

This set piece shows two security guards both with their feet up watching a large bank of television screens. Occasionally they turn their heads towards each other and say something. Perhaps one tells a joke and the other laughs. Again they can be seen through a bullet proof screen. When they become aware of Lara's presence they both jump up and attack her.

Set Piece D. - Found in the Galley area.

Here we can see the cook who is (surprise surprise) cooking at his stove. Lara must stealth attack the cook to pass. However if the cook becomes aware of her presence he will attack her with a kitchen knife. Lara will then have to leave the area and the cook will resume his cooking behavior.

Set Piece E. - Found in the Mess Deck area.

Here we find three or four men sat around the mess deck eating their meals. When Lara enters the room, they look up and suddenly reach for their weapons which are lying on the tables in front of them. Now Fight!

Set Pieces F - Found in the Going to the Torpedo Room area.

These set pieces basically consists of a few anims showing various Navy types at work in various settings around the submarine, examining displays, pressing buttons, watching screens etc...



Set Pieces G - Found in the Back into the Torpedo Room area.

These set pieces basically consists of a few anims showing various Navy types lying around the now rather fucked up submarine, they should be obviously dead or in the process of dying...

Set Piece H. - Found in the Forward Escape Trunk area.

This set piece shows Admiral Yarofev who is decked out on the floor of the escape trunk area. His leg is badly damaged and it looks as if something has fallen onto it. His head also keeps dropping as if he is about to pass out.

Back and Chair (setpiece G)
Puzzle B SPX

Back (setpiece G)

Chair (setpiece G)
Set Piece B SPX
Car (setpiece A SPX)

Back (setpiece G)

Set Piece C SPX

Back (setpiece G)

Table (setpiece G)
Stool (setpiece G)
Puzzle C SPX

Back (setpiece G)

Car (setpiece B SPX)
Puzzle B SPX: "All personnel report to Deck C for briefing..."
Puzzle B SPX: "Now preparing for launch..."
Puzzle B SPX: "Departure now underway..."
Car (setpiece C SPX)

Back (setpiece G)

Car (setpiece D SPX)
Puzzle D SPX

Back (setpiece G)

Car (setpiece E SPX)

Back (setpiece G)

Puzzle E SPX
Set Piece D SPX



Required Sound FX / Bites.

Naval Base Exterior.

Electric fence SFX
Snipers SFX
Puzzle A SFX
Set Piece A SFX

Warehouse Complex Interior.

Lifts moving SFX
Hook and Chain deathslide SFX
Puzzle B SFX

Naval Base Interior.

Crane Moving / Attacking SFX
Set Piece B SFX
Cut Scene A SFX

Supply Storage Area.

Set Piece C SFX

Spent Nuclear Fuel Storage.

Toxic Water flowing SFX
Steam Blowing SFX
Puzzle C SFX

Submarine Dockyard Area.

Cut Scene B SFX
FMLE tannoy voice: "All personel report to Dock C for boarding..." SB (repeated x3)
FMLE tannoy voice: "Now preparing for immediate departure..." SB (repeated x2)
FMLE tannoy voice: "Departure now underway..." SB (heard from inside submarine)
Cut Scene C SFX

Supplies Room & Crew Berthing Room.

Cut Scene D SFX
Puzzle D SFX

The Ducting / Passing over the Control Room.

Cut Scene E SFX

The Galley.

Puzzle E SFX
Set Piece D SFX

The Mess Deck.

Set Piece E SFX

Going to the Torpedo Room.

Set Piece F SFX
Cut Scene F SFX

The Murky Depths.

Breathing through Regulator SFX 1(nice and calm)
Bubbles SFX

Entering and Leaving the Wreck of the U-435.

Breathing through Regulator SFX 2(bit faster now – showing signs of anxiety)

The Heart of the U-435.

Cut Scene G SFX
Breathing through Regulator SFX 3(almost hyperventilating after Cut Scene G)

Back into the Torpedo Room.

Cut Scene H SFX
Emergency Siren SFX
MLE tannoy voice: "Warning, Warning, generator meltdown imminent..." SB
MLE tannoy voice: "Report to escape trunk immediately..." SB
Set Piece G SFX

The Forward Escape Trunk.

Set Piece H SFX
Cut Scene I SFX
Cut Scene J SFX

Backtracking to the C.O. State Room.

Puzzle F SFX

Level Descriptions & Misc Ideas.

Map 1 :- The coastal naval base.

Description.

Constructed along the Russian coastline at sea level, this medium sized military installation has been built to hold and protect nuclear submarines from bomb blasts and satellite detection. It is now being used primarily to house and equip the pride of the Russian fleet, the Delta-Class Nuclear Submarine "*Leninsky Komsomol*" in preparation for the search of the sunken German U-boat. Provided in the surrounding areas outside of the Base we find plenty of warehouse space, used to store the various materials used in the construction / deconstruction of Nuclear Submarines, (and more recently the drugs and arms of the Mafia.) as well as the tools of heavy industry needed by shipyards in order to carry out the dismantling of older naval vessels. Also several semi-operational storage facilities for spent nuclear fuel can be found nearby, and an old railtrack system used to transport the waste across country. The whole site is surrounded by a tall electrified fence with regular patrols which Lara must somehow overcome in order to gain access.

The Base itself is protected by various defense mechanisms. The installation also contains large amounts of military personnel and Mafia agents, all of which must be carefully avoided or silently disposed of if Lara is to successfully reach the Submarine before it departs. The internal area resembles a large underground port with bridges passing across the sea and various rooms built at either side. Equipped with its own fresh water supply provided by large covered water pools, changing rooms, showers and chemical toilets can also be found. Large kitchens, a medical station and bedding are provided for the support of around 100 people. Also heating and electricity generators are in use. In the event of a power breakdown or emergency a backup power aggregate is provided. The installation also has an advanced radio communications system used for internal communications. This can be used to inform the player of the changing situation inside the installation. (All personal report to boarding deck for immediate departure etc...) On finding the Nuclear Sub the player is required to board her and stowaway unnoticed. (Cutscene).

Ideas for map 1 :- The coastal naval base.

Possibly have ice flows which Lara must swim under from hole to hole? Remember this part of Russia is in arctic conditions. (Lots of ice and snow!)

Remember to use Dead ends. For example, when trying to gain access to the military installation the player could be offered various routes in, all of which look plausible but only one of which is actually possible. The player might be able to go quite away down a path before realising it is impossible to progress. Some routes may appear to give access however on approaching the open doorway the player is spotted by a guard who closes the

opening. Perhaps the player could snipe this guard to stop the path from being closed, but not in all cases!

Some levels could feature multiple paths to a common point, each path should provide a different reward as well as different gameplay – in certain situations it should be possible for the player to complete both paths if they so desire. Another example is if Lara is attempting to reach point 'A' and is beaten to it by a baddie of some description, (whom Lara could have shot earlier.) Said baddie then blocks Lara's path in some way (rock fall – locked door – destroyed bridge etc...) this forces Lara to take a more difficult route and possibly miss out on some bonus or other.

Guards have packs of guard dogs with them – can also use hand grenades or flash bombs. How about Gun Implacements? These are in strategic places and detect movement.

Also it will be possible to place snipers in strategic positions around the level. When Lara hits a sniper trigger the camera will do a quick cut to show the snipers view through his rifle sight. (crosshair – red view.) The player will then be able to use this as a clue to the snipers whereabouts...

As each adventure is a separate issue the level designers will have much more control over weapons and ammo, this feature should be used to set the difficulty level for each level. Lara could also actually save lots of ammo by sneaking up on guards and using the stealth attack moves, as well as using her sniper rifle to take baddies out with a single head shot. Nice.

Remember to incorporate stealth aspects into the level design. Hidden camera's which Lara can activate/de-activate. (if Lara is spotted then these cameras will generate extra baddies.) Lara will be able to slit throats/break necks when attacking standing guards from behind. When designing levels to use these stealth elements remember to leave a blind spot for the player. If Lara is spotted by a guard they will trigger and also call out to any other nearby baddies.

Small set pieces should be implemented showing characters in various situations. (like Half-Life.) Longer speech samples or text dialogue boxes should be used when communicating with other characters.

If possible incorporate a Half-Life style Boss bit with Lara criss-crossing through the area. This could be a main control area where someone is controlling a large "claw" type device – this is used to move crates from the boats and into the warehouses but in this case it is being used to attack Lara! Possibly the only way to destroy this is with a rocket launcher.

It may be possible to use open style lifts in the dockyard areas. Perhaps Lara is locked into position while the lift is moving. It is possible that Lara would have to arrange these lifts in such a way that she can jump on to the tops of them to get to new bits! Could you also use these lifts to move a push pull block (crate) from one level to another? Nice.

Lara could death slide across large warehouse areas by grabbing onto hooks and chains that hang from the ceiling. These are usually used to move large containers around the warehouses...

Try to keep instant deaths to a minimum, staying away from large drops. Because the area is based in a dockyard setting, possibly have most high drops into water – this could force the player to do a section over and over again if they continuously fail a series of jumps.

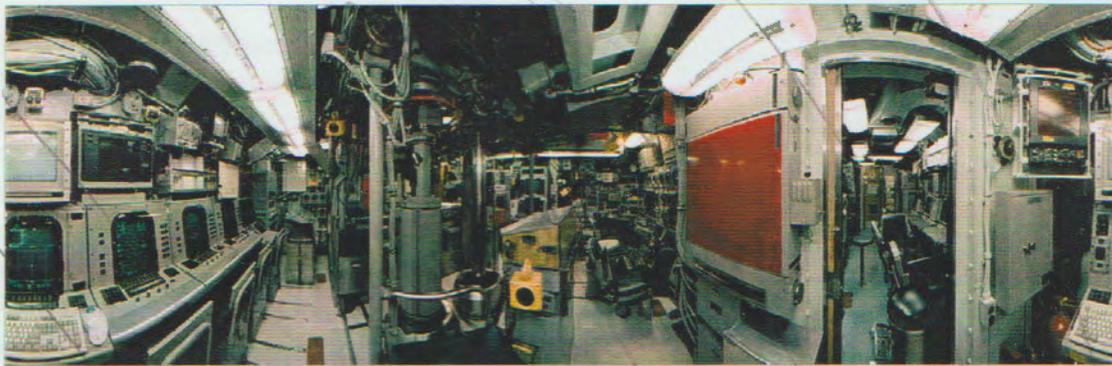
The new particle systems allow for electricity and fire effects. Lara should be able to sneak past some and out run others. (again like Half-Life.) Remember Pete's burning rope / rolling rock combination puzzle – it was great!

As a trap if the player shoots some of the pipes lining the walls of the base steam could come out for a short period of time, if a baddie is in the area at the time they could take damage from the steam.

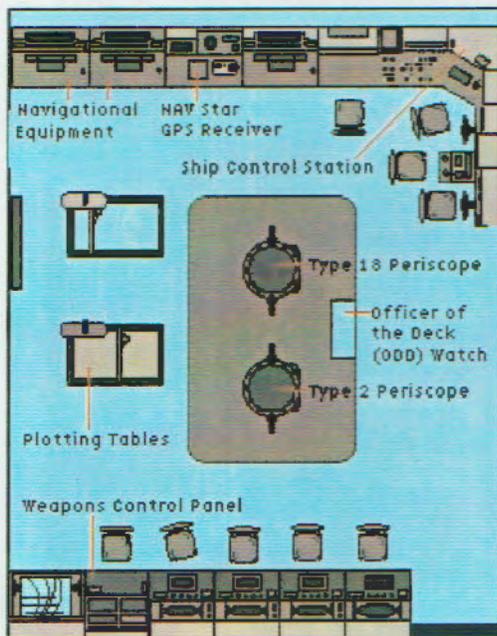
Map 2 :- The nuclear submarine "Leninsky Komsomol".

Description.

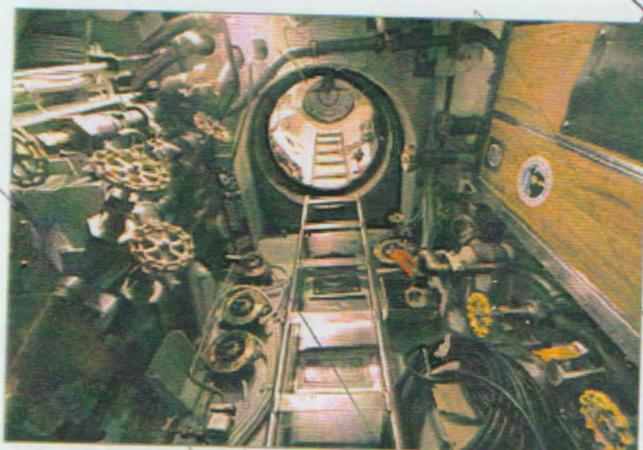
The "Leninsky Komsomol" is the Flagship of the Northern Fleet, and although other older areas of the Fleet have been allowed to degenerate, she has been kept in tip top condition. She is one of the latest state-of-the-art Delta-Class Nuclear Submarines, an impressively large submarine she is more than a football pitch in length. As shown in the diagram to the right, her interior can be broken down and described in several sections.



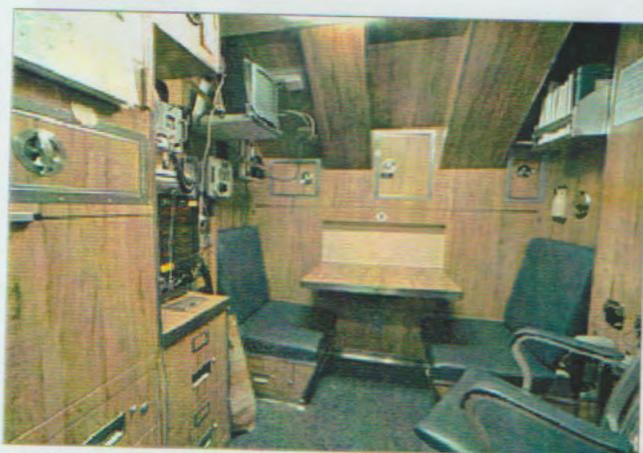
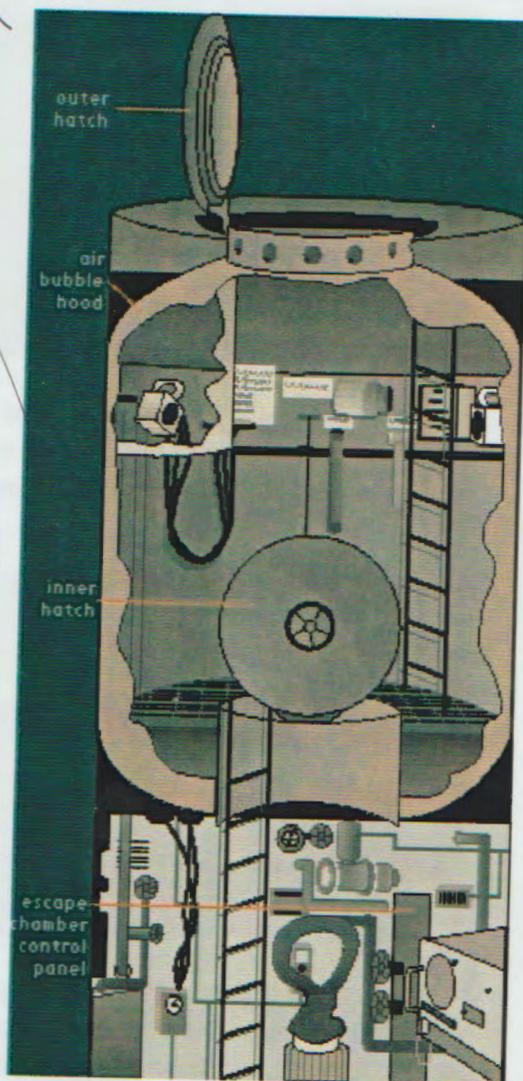
The control room is the brains of any submarine. In this relatively large, well-lit room are the controls for nearly all the sub's vital operations. In the center of the room are two periscopes, the windows to the world above. Navigation is calculated and plotted in the control room using GPS (Global Positioning System) and large plotting tables. In the



forward portside corner of the control room are three seats that comprise the ship's control station. The front two seats belong to the helmsman and planesman, who use the aircraft-style controls to adjust the rudder and diving planes, respectively. Behind these two sits the diving officer who oversees their every action. A fourth watch-stander, the Chief of the Watch, sits outboard and operates the Ballast Control Panel (BCP), which submerges and surfaces the boat as well as maintains the buoyancy and trim when submerged. The row of consoles on the starboard side control the weapons of the boat. The aft-most console is the "Weapons Control Panel," which houses the "fire" button. Once the prerequisites for firing have been met, this ominous red button will launch a torpedo or Tomahawk missile from the sub.



Aft of the enlisted mess is the passageway to the Forward Escape Trunk. As shown in the diagram on the right the Forward Escape Trunk serves many purposes. Most frequently, the escape trunk functions as an entry point for men and equipment, or as an exit point for the divers of special operation teams, such as SEAL teams. In an emergency, the escape trunk can be used to get pairs of men off the submarine. The crew members must don Steinke hoods, a combination life jacket and breathing apparatus. When entering the trunk they lock the inner hatch and quickly flood the chamber with seawater by opening the outer hatch. The men then exit the trunk, and rise quickly to the surface. With Steinke hoods to protect them it is possible to survive an ascent to the surface from up to 600 feet deep in less than 60 seconds!



About seven feet long and eight feet wide, the C.O.'s stateroom, while not luxurious, is a relatively spacious place for the C.O. to work, think, meet individually with his crew, and sleep. The seats on the far wall pull down into a bunk. The desk of the C.O. contains his papers, manuals, and a safe for classified documents. Also available to the C.O. is equipment that enables him to check on the sub's position, course, speed, heading, and depth.



The showers, sinks, and toilet facilities are referred to as the "Head." There are two heads for the junior enlisted Sailors, one for the chief petty officers, and one for the officers. In addition, the Commanding Officer and the Executive Officer share a head between their staterooms.



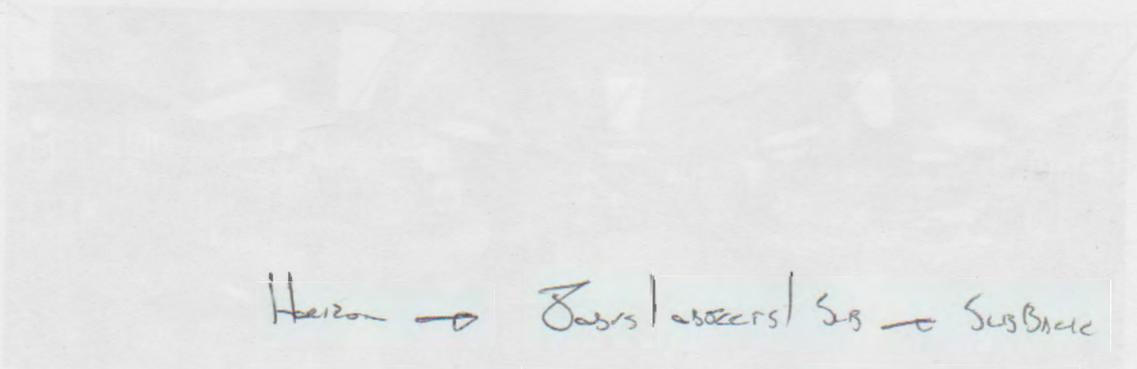
The enlisted mess deck serves as an all-purpose meeting space for the enlisted men on board. Here meals are served, movies and games are enjoyed, and classes are taught. One of the largest spaces on the sub, the mess deck can fit about one-fourth of the crew at one time.



In this small kitchen, meals for all 141 officers and men are prepared. After a few weeks, fresh vegetables, fruit, and milk are all consumed, and the crew returns home craving these precious foods.



The shower, sink, and toilet facilities are referred to as the "Head". There are two heads for the junior enlisted Sailors, one for the chief petty officer, and one for the officers. In addition, the Commanding Officer and the Executive Officer share a head between their staterooms.



Horizon → Jobs / Officers / SB → Submarine

SEV Graphics → Graphics / SEV / SEV, TCA,

The enlisted crew deck serves as an all-purpose working space for the enlisted crew on board. Here meals are served, movies and games are enjoyed, and classes are taught. One of the largest spaces on the ship, the mess deck can fit about one-fourth of the crew at one time.



In this small kitchen, meals for all 141 officers and men are prepared. After a few weeks, fresh vegetables, fruit, and milk are all consumed, and the crew returns home craving these precious foods.



The officer's wardroom is the space reserved for the officers, who rank above the enlisted crew. Here the Commanding Officer (C.O.), who is in command of the entire sub, and his officers dine, relax, and do paperwork.



The sonar room is dominated by sonar consoles. Two modes of sonar observation are used. In the "active" mode, the echoes of sound waves sent out from the sub are timed and analyzed. In the passive mode, instruments listen to the sounds of the surrounding waters. The room is illuminated by blue light partly to help the technicians easily read the sonar monitors and partly to keep light away from the nearby Control Room. At night, the control room is "rigged for black," in order to maintain the Officer of the Deck's eyes adapted to night vision and to prevent light escaping from the Control Room's periscope, which may be out of the water, giving away the sub's location.



* Door (HTEDOR) → PIGERG - MIP

~~DEER BOX~~

* PROR → SOROR - MIP

* SCSSKITI → SWOT - PEGS - MIP

* SCITLESS → GEODATOR - MIP

* SCITTEP. → DEC - MIP

DEBIS 3 → TENNER

DEBIS 2 → PIRONS

99Z + 31 + 31794 + 32768

65535



The torpedo room contains the firepower of the submarine. As many as 22 weapons can be stored on racks. Both torpedoes (used for sea-to-sea combat) and Tomahawk cruise missiles (used for sea-to-land combat) are housed here. To load a weapon into torpedo tubes, it must first be moved onto a loading tray and carefully inspected. Once checked and readied, a loading ram moves the weapon into the tube and the breech door is closed, sealing the tube.



Here we see the Crew Berthing area. As if this space weren't crowded enough, when deployed with a full complement of Sailors, there aren't enough bunks for all of the enlisted men. A few of the junior men are forced to "hot bunk," a system in which groups of three men share two bunks and sleep in shifts.

Ideas for map 2 :- The nuclear submarine "Leninsky Komsomol".

On entering the sub Lara firstly stows away (this is shown with a cut-scene) hoping to hide until the job of locating the U-boat is done. At some point during transit however, she is discovered, captured and taken to the crew berthing room, with an armed guard standing outside. Relieved of her weapons Lara must find an alternate route out of her cell.

Small set pieces should show characters in various situations. (like Half-Life.) Longer speech samples should be used when communicating with other characters.

Level designers should try to be more realistic when placing things like Medi-paks etc...try to design the level for these to make some sense. (Lara opening cupboards / drawers?) In the submarine, medi-paks would be found in the hospital section.

The new particle systems allow for electricity and fire effects. Lara should be able to sneak past some and out run others. (again like Half-Life.)

If Lara is being persued she could set traps to delay her persuer – the results of setting these traps can be shown by means of a cut-camera. An example of this would be for Lara to somehow cross some electrified water, turn the power source off, then wait for her persuer to enter the watery area before hitting the power switch, thus nuking the persuer! Lara could also have the ability to set fire to certain objects or flammable liquids, especially with the new torch feature from IV.

Doors in the submarine should be of the fire door variety in that they close automatically behind Lara. This will stop the whole sub from being alerted to Laras presence as each section can be dealt with individually. It can also be used as a small puzzle; if Lara is being chased then she could push an object infront of the doorway to stop her persuer.

The nuclear sub/boat should be very Hi-tech with Large Sonar-Radar rooms consoles etc... Lots of Blue, Orange, and Red lighting – especially in an emergency. Remember to use animated textures to give the impression of flashing console lights, moving dials, rotating reels, radar screens etc...

When Lara reaches the torpedo room she must fight with a big russian sailor who is about to get into a deep sea diving suit and investigate the wreck of the U-435. After defeating this guy Lara herself gets into the suit, and climbs into a special device designed to allow deep sea divers an entrance/exit point through the subs torpedo tubes.

After recovering the Spear of Destiny and returning to the Sub, Lara is confronted by the Russian Mafia leader **Sergei Mikhailov** and a few of his hench men. Lara is forced to hand over the Spear, she throws it over to Sergei, who catches it and holds it for a while gazing intently at it. As he does so some strange glow seems to emanate from the Spear, then suddenly in a flash the Submarine is rocked by a mysterious force, knocking the Mafiosa onto their feet, and the spear back towards Lara, who quickly picks it up. The power then goes down, and the emergency power agragate fires up (red glow) with an internal voice warning "Radiation leak detected – Evacuate immediately". Lara now has a set amount of time in which to leave the sub.

A section of a level could depend on Lara managing to successfully protect another person who must complete a task inorder for Lara to achieve something – could this person be **Admiral Yarofev**, whom Lara must befriend. The Admiral is not essentially a bad man, and has been forced into his current position through circumstance. After the spear has been recovered and everything goes tits up it is the Admiral who leads and goes with Lara into the escape trunk (cut-scene to FMV), perhaps he dies in the ascent while she survives? The sub could explode shortly after they escape. – Bits of wreckage could then break the surface in FMV.

Map 3 :- Diving the U-boat wreck.

Description.

Incomplete.

Ideas for map 3 :- Diving the U-boat wreck.

In this level Lara is wearing a deep sea diving suit which allows her to withstand the crushing pressure at this depth. The suit is equipped with spotlights which illuminate her immediate surrounding area, and supplies her with plenty of air allowing her to investigate the wreck of the U-435 at her leisure.

After discovering the crate containing the spear of destiny (Cut-scene) Lara accidentally snags one of her air tubes resulting in her air supply rapidly running out, (this will be shown on screen), basically the player now has a set amount of time in which to get back to the Submarine before dying from lack of air.

More trap rooms could be set on timers – Lara enters the room and is locked in, she must solve that rooms puzzle in order to exit. Especially dangerous underwater. (use this a couple of times on the way out and a few more on the way back)