

Level #1: Motel.

Level Details.

Level Name.

It begins.

Location

An out of town motel and car-park.

Time of Day

Night 10pm.

Player Characters.

O'Neil.

Miller.

Nash.

Carrie.

Enemy NPCs.

Cartel members.

Romano.

Cain.

Hostage NPCs.

Motel staff.

Civilians (motel guests).

Misc. NPCs.

DuPre.

Police.

Time Map.

Phase #1A: O'Neil Flashback fight Max of 10 mins.	Phase #2A: O'Neil Get into Motel Max of 10 mins.	Phase #3A: Miller Hold off Cartel fight Max of 8 mins.	Phase #4A: Carrie Steal Cartel money Max of 10 mins.
		Phase #3B: Tyler Stop Police from arriving Max of 5 mins.	Phase #4B: O'Neil

Total Play Time.

Maximum of 51 minutes.

Overview of level.

This level is designed to introduce the Player to the plot, the characters and a selection of gameplay types, plus the concept of concurrency. It doesn't include all of the mini-game types and doesn't tell us that much about the group or the storyline, as these will be staggered through the next few levels.

The level starts with O'Neil being betrayed (as a flashback type event) and then continues with the start of O'Neil's revenge against the cartel. The group attack a cartel owned motel where Romano is staying to achieve their objectives. O'Neil wants revenge against Romano and to steal his contacts book (which has information about Romano's activities). The rest of the group are here to steal the cartel money stored in the motel.

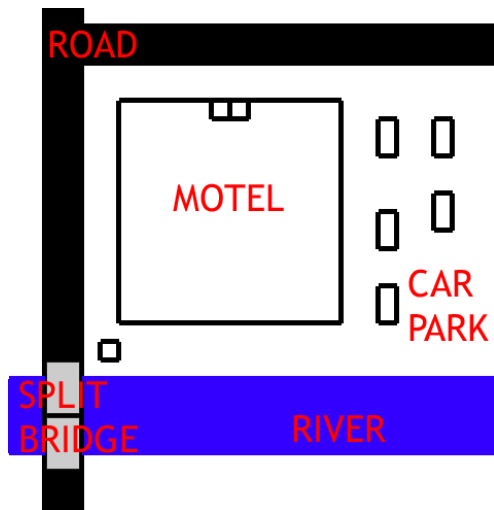
Sequence of events summary.

- In a flashback O'Neil is betrayed by Romano, Cain and the cartel.
- In the present time the group attack a cartel motel. O'Neil enters the hotel through the main doors and uses crowd control to find out which room Romano is in.
- Miller fights in the car-park to hold off cartel reinforcements.
- Tyler sneaks his way to a nearby bridge and circuit hacks it before the Police can cross it.
- Carrie steals the cartels money and helps O'Neil.
- O'Neil moves through the top floor of the motel fighting cartel guards and looking for Romano. He eventually finds him and kills him.

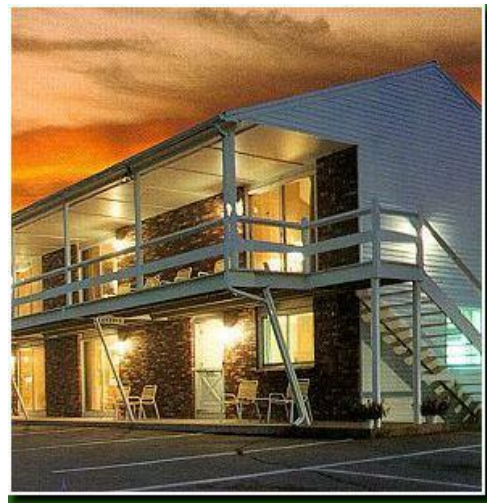
Level Intro Sequence

As it's the first level the intro sequence will be divided up between the start of the game, the level and phase 1A at some point. For now just assume it's the one listed for phase 1A.

Map of area around motel.



Example of this style of motel.



Phase #1A.

Phase #1A Intro Sequence.

O'Neil, Romano and Cain return with their gang from a robbery. Romano and Cain tell O'Neil they are taking his cut in order to join the cartel. O'Neil says no and tries to fight his way out.

Phase #1A Gameplay.

Location.

The old airfield that will be used in level 9 of the game. It's important that we don't build very much new specifically for this phase because the bulk of the work will need to be spent on making the motel itself. The entire phase takes place inside one of the warehouses Jack has built. All the exits except for one are sealed for this phase.

Character.

O'Neil (the younger version).

NPCs.

- Cain.
- Romano.
- Cartel members.

Primary objective.

- Kill Cain and Romano.

Secondary objective.

- None.

Fail criteria.

- Failing to reach Cain and Romano before the time runs out.

Gameplay Synopsis.

The idea here is to (literally) start the game with a bang. The Player won't know who he is, who the other guys are or why they're shooting at him (although the pile of money will be a clue). However, by the end of the first level and the death of Romano they'll more or less know what's going on and we can spend the rest of the game filling in the plot gaps. This is a much better approach than laying everything on the Player during a long intro that they'll invariably skip. Instead the Player gets to live through O'Neil's betrayal and so they'll know firsthand why he's out for revenge against the cartel.

The gameplay in this phase is a straight fight. After the intro O'Neil is crouched behind cover, Cain and Romano are running away and various cartel members are running towards O'Neil / into cover / all over the place. The grenade thrown in the intro will go off to start the level with an explosion and various other explosions will go off later (grenades, fuel drums, etc.). If the particle system will allow it then the money on the table will explode up into the air and flutter down during the rest of the phase.

While Cain and Romano run they shout orders to have O'Neil killed. The two characters are invulnerable while they run but there will be so much going on and objects in the way that it's unlikely the Player will be able to shoot them anyway. Cain and Romano will run across the warehouse to a door and go through. The Player's objective is to follow them through that door (while killing the guards in the way).

The cartel guards will be toned down for this level so that they can't hit O'Neil very much at all. Couple this with maximum armour and his biggest gun for O'Neil and this phase should be fast paced and very easy to complete. The idea is for the Player to be gunning down loads of guards and running about with explosions going off to really start the game with a bang.

When O'Neil gets to Cain and Romano's door the Player presses 'action' to end the phase.

Time Limit.

10 minutes maximum. The Player should take around 5 minutes to complete the level the first time. A good Player will be able to do it in 2 or 3 minutes.

Phase #1A Outro Sequence.

O'Neil confronts Cain. Romano appears and shoots O'Neil in the back. They leave him for dead.

[Save Point]

Phase #2A.

Phase #2A Intro Sequence.

Four years later. A van drives up to a run down motel. O'Neil gets out. His voice over explains that he is after revenge and his money. We see the four members of his gang in the van.

Phase #2A Gameplay.

Location.

In front of the motel, the lobby and the bar, all on the ground floor. The motel is pretty run down, with peeling paint, litter and cockroaches, missing lights, etc. The cartel have been using several motel room as a base so the place should feel generally grimy and threatening.

Character.

O'Neil.

NPCs.

- Cartel members.
- Motel staff.
- Civilians (motel guests).
- DuPre.

Primary objective.

- Find out which room Romano is in and get the key to that room.

Secondary Objective(s).

- None.

Fail criteria.

- Failure to complete the objective before the time runs out.
- Killing the motel manager before interrogating him.

Gameplay Synopsis.

This phase is broken down into a series of discreet objectives and the Player will be lead through them one at a time by clear signposts and plenty of radio speech from the rest of the group. First they have to get into the motel and through the lobby. Then they have to crowd

control everyone in the bar, before interrogating their captives to find out which room Romano is in. Finally they head back into the lobby and take the key to Romano's room.

- Outside the motel.

O'Neil starts in front of the motel in a dark area behind a dumpster. There are a couple of cartel guards patrolling the area and O'Neil has to get past them and into the motel. This is a heat bar gameplay section so the Player has to make sure the guards don't get too suspicious of O'Neil or they will sound the alarm. While the guards are looking at O'Neil the heat bar fills slowly. If O'Neil runs around, draws a gun or bumps into the guards the heat bar will fill very quickly. Once it gets to the top the guards will attack O'Neil. The resulting gunfight will create 2 more guards inside the motel lobby who will run out and join in.

The Player can get past by; trying to avoid the guards view altogether (straight stealth gameplay), killing the guards with the silenced pistol (making sure the other guard doesn't see it) or by using various things in the area (drinks and cigarette machines) to lower the heat bar.

- The lobby.

Once they move into the motel O'Neil will be in the lobby. This has the reception desk to one side, with the managers office behind that. Straight ahead are a door into the bar and a door into the stairs up. Opposite the reception desk are several battered chairs, an old TV and other lobby type paraphernalia. The only items of interest in the lobby are they room keys in the manager's office. These are hung along one wall and the Player has no way of knowing which is Romano's. Once they have this information they can come back here and press 'action' to take the key (the prompt does not appear until O'Neil has the information).

Inside the lobby are a member of motel staff and 2 civilians (hotel guests - ideally in tacky Hawaiian shirts). The Player will be told to crowd control everyone here to prevent them from raising the alarm. This should be a very easy crowd control situation, with everyone being compliant. If anyone loses compliancy they will cower behind the nearest cover before running for the bar door. If any get through then the people in the bar will be alerted when O'Neil arrives. Similarly, if anyone is shot the others will immediately run for the bar door. The Player will be prompted to move everyone into a cleaning cupboard and tie them up there. After that they will be prompted to head for the bar.

- The bar.

Once through into the lobby the Player will enter the bar. This has a tacky looking bar running along one wall, some fruit machines and various booth type seats around the walls. It should generally feel dark, smoky and a bit dinghy. In here are 2 cartel guards, the bar tender and 3 members of motel staff, one of which is the manager. These will be sat around the bar when O'Neil arrives, unless one of the people from the lobby came in, in which case they will be stood in groups with the guards watching the door.

When they enter the room the Player will have to act quickly to crowd control everyone here before the guards start firing. The Player can just kill the guards, but if the guards start firing (O'Neil's shots are silenced) 2 more guards will arrive from a side entrance. Any non-compliant civilians will run and hide behind the bar. The Player is directed to crowd control everyone to one corner, and once there they can tie up the various people. The Player can kill everyone except the motel manager, but they won't know who this is the first time through.

Once everyone is secured the Player can interrogate them by pressing 'action' near each person. In each case O'Neil will ask which one is the manager. The guards will tell him to piss off, the staff will all tell O'Neil what he wants and the manager himself will babble and sob but will admit it. At this point pressing 'action' by the manager will make O'Neil ask which room Romano is in and the manager will eventually tell him (while the guards make various

threatening comments about him being a grass). If we want to make this section more complicated then the manager might refuse to talk until the guards are killed by O'Neil.

When the Player has the room number they can head back into the lobby where they will find 2 guards wandering about. These have to be killed to continue. The Player can then take the room key and 'activate' the stairwell door to end the phase.

Time Limit.

10 minutes maximum. As this is the first level the time limits are quite generous.

Phase #2A Outro Sequence

None.

[Save Point]

Phase #3A.

Phase #3A Intro Sequence.

Miller sits against the bonnet of a car, a large gun in his hands. He watches as some cars arrive. Freeze frame. O'Neil 's voice over introduces Miller. Cartel members get out of the car. Miller stands up, ready for action.

Phase #3A Gameplay.

Location.

The car park area to one side of the motel.

Character.

Miller.

NPCs.

- Cartel members.
- DuPre.

Primary objective.

- Kill all of the Cartel reinforcements.

Secondary Objective.

- None.

Fail criteria.

- Failure to kill all of the Cartel members in the time limit.

Gameplay Synopsis.

The phase starts with Miller in one corner of the car park and the cartel members in the opposite. At the start of the phase Miller will radio the others that lots of cartel members have arrived so he's going to distract them away from the motel by killing them.

The Player is told to kill the cartel members before they can get into the motel. The cartel members will walk across the car park and enter a side door of the motel, at which point the level fails. If the Player opens fire before this happens then the cartel members all scatter for cover and concentrate on fighting Miller. Also, if Miller gets too close to the cartel they will spot him and open fire.

This phase is a straight fight between Miller and the cartel members. We need to log the start time of the fight and the times at which any of the cars explode, so they can be heard in later phases. At one point another car load of cartel members will arrive and join the fight. As the last person from each car is killed several guards will run out of the motel and attack Miller from the side. The arrival time of these guards will also need to be recorded.

Time Limit.

8 minutes maximum. The Player should be able to kill everyone in less time than this.

Phase #3A Outro Sequence.

None.

Phase #3B.

Phase #3B Intro Sequence.

The Van door slides open, out steps Tyler Nash. He looks around. Freeze frame. O'Neil 's voice over introduces Nash. Tyler sets off for the drawbridge over the river.

Phase #3B Gameplay.

Location.

One side of the motel, with the road and bridge that the group's van crossed at the start of the level. The river is quite wide and the bridge over it is one of those vertically lifting ones that splits in the middle to let boats through. The area is fairly desolate with rubbish piles, chain-link fences, abandoned cars and so on.

Character.

Tyler.

NPCs.

- Police.
- Cartel members.
- DuPre.

Primary objective.

- Raise the bridge before the Police arrive.

Secondary Objective.

- None.

Fail criteria.

- Failure to activate the bridge within the time limit.

Gameplay Synopsis.

The Player starts off beside the group's van. His objective is to get to the bridge's control hut (one of those little glass sided ones with a control panel in it) and raise the bridge. This will stop the local Police force from turning up and getting in the way. Although the control hut is actually quite close to the van it will take the Player a while to get there because, in classic game style, the fences and cover prevent him from walking straight there.

This is a stealth section where the Player has to get Tyler to the hut in one piece. Once there they play the circuit hacking mini-game to activate the bridge and end the phase.

Initially it's very easy because there are only a couple of guards and they're quite spread out. However when Miller's gunfight (in the last phase) kicks off all hell will break loose. The guards in the area will become more alert and a large group of guards will emerge from the Motel. Most of the guards will run around the corner into Miller's area but a few will remain and patrol this area. During the rest of the level the Player will be able to hear any cars that exploded during Miller's fight but this has no effect on the phase. The final piece of concurrence is that when Miller wiped out a car full of men a new group of guards will emerge from the motel here and run around the corner. Every time this happens Tyler will have to take cover and wait for them to pass by.

If any guards spot Tyler they will attack and head towards him. The Player can either kill them or run and hide. Either way the rest of the guards will come over to investigate. The first time this happens Tyler will swear and DuPre (in the van) will start the engine and beep the horn a lot. The guards will turn and head towards the van, saving Tyler. The second time the Player is spotted they're on their own.

When Tyler reaches the bridge control hut they press 'action' to start the circuit hacking sub-game. There's no way to fail the sub-game so the Player can spend as long as they like trying to complete it. Completing the sub-game activates the bridge so the clock stops and the end of phase cutscene plays (see below). Stopping the level immediately like this is to prevent any complications with the time limit expiring as the Police arrive or the bridge lifts.

Time Limit.

5 minutes maximum. When the time limit expires the Player immediately loses control and in a short cutscene a Police car turns up at the motel before the level ends.

Phase #3B Outro Sequence.

None.

[Save Point]

Phase #4A.

Phase #4A Intro Sequence.

Carrie stealthily rounds the corner, moves to a door marked 'staff only' she begins picking the locks. Freeze frame. O'Neil 's voice over introduces Carrie. She finishes picking the lock, and enters the building.

Phase #4A Gameplay.

Location.

This phase contains the following areas:

- A small area of outside the motel, containing a couple of dumpsters and boxes.
- The motel's kitchens. These should be grotty, run down and grim looking. Containing freezers, ovens and counters for cover. There are also a few cleaning and storage cupboards and a boiler room around the kitchen.
- Stairs up to the second floor. As they're the staff only stairs these should look much scruffier than the ones in O'Neil's phase.
- An area of the second floor with guest rooms and corridors. These areas are exactly the same as the ones in O'Neil's phase 4B to give the Player the impression that Carrie and O'Neil are right next to each other.

Character.

Carrie.

NPCs.

- Cartel members.
- Civilians (hotel guests).
- DuPre.

Primary objective.

- Steal one of the cartel's money bags.

Secondary objective.

- Help O'Neil by killing the machine gunner.
- Steal both of the cartel's money bags.

Fail criteria.

- Failing to reach the getaway van before the time limit expires.

Gameplay Synopsis.

This is a stealth section which is included to give a reason for the rest for the group to be here (as they're not interested in getting revenge on Romano). Carrie's job is to sneak into the motel during all the confusion, find and steal the cartel money stashed there and get out.

- First (ground) floor.

Carrie starts just inside the motel. The Player's first task is to get to the second floor of the motel, then they have to locate the cash and get it out the same way they came in. To contrast this phase with O'Neil's, Carrie will move through the staff areas of the motel. She starts off in the kitchen area, which has some cupboards and empty rooms off it. There are a couple of motel staff in here who are cowering and can be heard wondering what the hell is going on outside (Miller's gunfire can be heard). The staff must be avoided or killed otherwise they will run out of the kitchen to the next area and alert the guards there.

Once through the kitchen Carrie has to negotiate a storage area and a boiler room. There are patrolling guards in this area so these must be avoided or killed (Carrie has her silenced pistol so she can kill guards, just not in an open fire-fight). Once through this Carrie heads up the staff stairs to the second floor.

- Second floor.

As they climb the stairs to the second floor the Player will hear O'Neil over the radio saying "I'm pinned down on the second floor! Can anyone give me a hand?" Carrie replies "I'm in your area, I'll see if I can help out." When Carrie steps through the door out of the stairwell they can hear a machine gun firing. This is coming from the left where the cartel have set up makeshift barricades to stop O'Neil. The Player will be signposted to kill the machine gunner so that O'Neil can get on with his job. This is an optional objective so the Player can ignore it if they like. Carrie can't reach the machine gunner due to the barricade but she can kill him with her pistol. The barricades will prevent Carrie seeing where O'Neil is and vice-versa.

Carrie's area of the second floor is a main corridor and several guest rooms. A couple of the rooms are open and cartel guards patrol in and through them. There are 2 rooms containing the money bags that Carrie must steal, both of which are locked and must be lock picked by Carrie. [Added 26/5/04 - Alternatively Carrie can pickpocket each of the patrolling guards to get a key to a room \(so two pickpockets, two lockpicks or one of each\).](#)

Inside each of the locked rooms is a table with a large money bag on it. There are no guards in the money rooms but once a patrolling guard passes and open money room door they will say

something about it being suspicious then change their patrol route to include it. Pushing 'action' near a money bag will cause Carrie to pick it up and lug it around. Further pushes of action will drop the money bag and pick it up again. In this way the Player can either carry one bag to the exit and then come back for the other, or do a relay type thing and move them together.

- Back down to first floor.

The Player has to carry the money bags back downstairs to the kitchen door that Carrie started by. The Player will be told this at the start of the level so that they can decide whether to just sneak by the guards or make their lives easier later by killing as many guards as possible on the first trip through. When the Player gets into the kitchen with the first money bag Carrie will radio to DuPre in the van for a pickup. A few seconds later there will be a screech of tires and the back of the van will smash through the kitchen doors and into the room. The van doors will open and DuPre will be stood in the back of the van. The Player has to press 'action' for Carrie to throw the money bag into the van, while DuPre stands watch with his gun (a couple of guards will come into the kitchen to see what's going on and be shot by DuPre).

Note that the Player only has to collect one money bag to finish the level but can get both for a bonus. Once the Player has thrown the first money bag onto the van DuPre will ask if they're leaving now or if Carrie is going back for the other bag. If the Player presses 'action' by the van without a money bag then Carrie will climb onto the van and the phase ends. If Carrie is carrying a bag then action will throw the bag onboard as before (with a second press of action ending the phase).

Time Limit.

Maximum of 10 minutes to complete the phase or the level is failed.

Phase #4A Outro Sequence.

Carrie climbs into the back of the van, we see DuPre at the wheel. Freeze frame. O'Neil 's voice over introduces DuPre. The Van speeds away.

Phase #4B.

Phase #4B Intro Sequence.

None.

Phase #4B Gameplay.

Location.

The second (top) floor of the motel. There are corridors (with drinks machines, cleaning cupboards, plastic plants and various old sofas dotted around). Guest rooms and bathrooms including the usual furniture. There are also a couple of 'penthouses' with en-suite bathrooms and living rooms (although this is *not* a classy motel so even the penthouses are dinghy, tacky and run down). A couple of white body outlines in a room would be a nice touch. The windows of each room have drawn curtains or blinds so the Player can't see outside.

Character.

O'Neil.

NPCs.

- Romano.
- Cartel members.
- Civilians (motel guests).

- DuPre.

Primary objective.

- Find and kill Romano.

Secondary objective.

- Make sure there are no cartel survivors.

Fail criteria.

- Failing to reach the exit point before the time runs out.

Gameplay Synopsis.

At the start of the phase O'Neil is trapped in a section of corridor, with the stairs door behind him and a hail of machine gun bullets hitting the walls ahead of him. If the Player runs straight through then they will take some damage. If the Player tries to attack the machine gunner then O'Neil will die. This may seem harsh but it should be obvious to the Player (walking into storm of bullets = bad) and it's the start of the phase so they won't have to replay anything if they do die. This bit of the level is demonstrating concurrency with Carrie because the time in the previous phase when she killed the machine gunner is the time the bullets stop in this phase.

Once past the machine gunner (either by waiting for Carrie or just running for it) O'Neil is in a procession of corridors with motel rooms to either side. As a result of the huge gunfight going on outside there are various makeshift barricades set up in some of the corridors which will channel the Player in certain directions. We can also hear muffled car explosions from Millers phase - possibly with plaster falling from the ceiling.

O'Neil makes his way through various corridors and motel rooms, fighting guards all the way. The Player can't open any of the room doors, instead they are either already open or open as guards run through. There are a few areas with guards waiting for O'Neil that can be avoided if the Player is stealthy rather than just running in firing. The idea is to give the Player the choice between all out combat or combat mixed with stealth.

After a while of this the Player will enter a large room (a penthouse style room) with a barricade of furniture blocking it halfway across. Various cartel guards are firing from cover and Romano is using a doorway at the opposite end of the room as cover. When Romano is wounded enough he will duck back out of sight behind the doorframe and disappear. The Player has to find another way around to continue the pursuit.

Finally the Player will corner Romano in his room. This will be the most difficult fight of the level and it will end with Romano's death.

Time Limit.

Maximum of 8 minutes to complete the phase or the level is failed. The time limit to use here will be set later once people have tested the level.

Phase #4B Outro Sequence.

O'Neil speaks to Romano, shoots him then searches his corpse and retrieves a black notebook. We see the front door of the motel as O'Neil runs out. The group's van drives up and O'Neil jumps in. The van drives off into the night as police sirens can be heard.

Level Outro Sequence.

See above.

Phase specific objects.

Things are *in italic* the first time they appear in this level.

Phase 1A.	<i>Exploding barrels.</i>	Can be shot to explode.
Phase 2A.	<i>Cigarette machine.</i>	Can be used to lower heat bar.
	<i>Fire extinguisher.</i>	Can be shot to explode.
	<i>TV.</i>	Can be used to switch on or off.
	<i>Drinks machine.</i>	Can be used to lower heat bar.
	<i>Moving van.</i>	Controlled by scripting.
Phase 3A.	<i>Parked cars.</i>	Can be shot to explode.
	<i>Moving cars.</i>	Controlled by scripting.
	<i>Moving van.</i>	Controlled by scripting.
	<i>Cigarette machine.</i>	Can be used to lower heat bar.
	<i>Drinks machine.</i>	Can be used to lower heat bar.
Phase 3B.	<i>Bridge controls.</i>	Can be circuit hacked to move bridge.
	<i>2 part lifting bridge.</i>	Activated by scripting. Opens in the middle (both halves rotate upwards 70 degrees).
	<i>Moving van.</i>	Controlled by scripting.
Phase 4A.	<i>Cigarette machine.</i>	Can be used to lower heat bar.
	<i>Fire extinguisher.</i>	Can be shot to explode.
	<i>TV.</i>	Can be used to switch on or off.
	<i>Drinks machine.</i>	Can be used to lower heat bar.
	<i>Money bag.</i>	Can be picked up, carried and put down on demand.
	<i>Moving van.</i>	Controlled by scripting.
Phase 4B.	<i>Moving van.</i>	Controlled by scripting.
	<i>Cigarette machine.</i>	Can be used to lower heat bar.
	<i>Fire extinguisher.</i>	Can be shot to explode.
	<i>TV.</i>	Can be used to switch on or off.
	<i>Drinks machine.</i>	Can be used to lower heat bar.