

Level #4: Bank Heist.

Level Details.

Level Name.

The Heist.

Location

City Centre Bank.

Time of Day

Early afternoon (lunchtime).

Player Characters.

O'Neil.

Miller.

Nash.

Carrie.

Enemy NPCs.

Bank security.

Cops.

SWAT.

SWAT snipers.

SWAT special equipment division.

Civilian security (using security guards from another level).

Hostage NPCs.

Bank Security.

Bank Customers.

Bank Employees.

Misc. NPCs.

DuPre.

Time Map.

Phase #1A: Carrie Shut down security Max of 9 mins.	Phase #2A: O'Neil Crowd control Max of 4 mins.	Phase #3A: Miller Sniping from roof Max of 5 mins.	Phase #4A: Miller Create exit Set at 3 mins
		Phase #3B: O'Neil Hold police back in lobby Max of 5 mins.	Phase #4B: Nash Circuit hacking Set at 3 mins.
		Phase #3C: Carrie Keep strong-room doors open Max of 5 mins.	Phase #4C: O'Neil Hold off SWAT Set at 3 mins.
		Phase #3D: Nash Vault hacking Max of 5 mins.	Phase #4D: Carrie Empty vaults Set at 3 mins.

Total Play Time.

Maximum of 45 minutes.

Overview of level.

The team are robbing a bank. Eventually, through no fault of the Player, the Police will turn up. The group hold off the Police while completing the robbery. Eventually the group escapes by blasting holes in basement walls.

Sequence of events summary.

- Carrie poses as a civilian to get behind the teller area.
- She then takes out all of the staff in the security control room.
- Everyone else enters the bank and O'Neil crowd controls everyone in the lobby.
- The Police arrive so Miler uses his sniper rifle to hold them off.
- O'Neil takes over holding the Police off, this time in the lobby.
- Carrie prevents security guards from closing the main strong-room doors.
- Nash hacks open the bank's vaults.
- Miller uses explosives to create an exit via several building's basements.
- Nash circuit hacks the safety deposit boxes and steals the money in them.
- O'Neil stops SWAT from getting through the strong-room.
- Carrie takes all the money from the vaults and the team escapes.

Level Intro Sequence

See below.

Phase #1A.

Phase #1A Intro Sequence.

The sun shines on a modern and impressive city centre plaza, busy with pedestrians and mid-day traffic. On one side is the modern MacAndrew Bank, civilians mill in and out of it. Amongst them is Carrie Wray. She enters the Bank lobby and scopes the security. She checks her watch. Voice over to this sequence is a conversation between Carrie, Tyler and Dupre discussing whether O'Neil is to be trusted.

Phase #1A Gameplay.

Location.

Inside the bank, from the lobby to the security office area at the back. The Player can't leave the bank because the doors to the antechamber won't open.

Character.

Carrie.

NPCs.

- Bank Security.
- Bank Customers.
- Bank Employees.

Primary objective.

- Get into the security room and shut down the security systems.

Secondary objective.

- [None].

Fail criteria.

- The heat bar reaches maximum.
- Failure to complete the level within the time limit.

Gameplay Synopsis.

In this phase the Player has to get Carrie 'behind the scenes' of the bank by getting into the security control room. This is a heat bar section and if the alarm is sounded (by the heat bar being filled) it is automatically game over.

This phase is broken down into 2 halves. First the Player must get behind the teller's area. Second he must clear out the security control room.

To get into the teller area the Player has to use the 'staff only' door. However Carrie has no way of opening these doors so she has to wait until an employee goes through and follow them in before the door shuts. If Carrie loiters near the teller door then the heat bar will fill up quickly, so she has to move around the lobby until the door opens while staying ready to move in quickly.

There are cameras, civilians, bank staff and security guards in the lobby. Bumping into these will raise the heat bar, as will running or standing in certain preset areas. Being seen with the taser drawn will fill the heat bar almost immediately.

There are several ways that the Player can get the teller doors open. These are:

- There is a photocopier in the lobby and if the Player 'uses' this then Carrie sabotages it. A mini-alarm (a beeping) will go off and shortly after an employee will come out to fix it. The employee stays beside the copier so this trick can only be used once. If anyone sees Carrie sabotaging the copier then the heat bar will go up.
- There are also several cash-points in the lobby. Carrie can sabotage one of these by using her taser on it. This causes a shower of sparks, some smoke and a loud alarm. An employee and a security guard will run over to see what's going on and remain by the cash-point (so this can only be tried once). This plan is dangerous though because there is a camera near the cash-points and if it (or anyone else) sees Carrie with the taser then the heat bar is filled.
- As it's lunchtime bank employees will enter the bank, walk through the lobby and enter the teller area. This will happen twice during the level as the 'last resort' way in. This is because the employees don't turn up straight away (so the Player loses some time) and also the Player may not see the employee straight away and have to run to catch up.

Once behind the teller door the Player can walk through a door leading out of the lobby. While behind the teller area the heat bar will continuously go up (but not too quickly) so the Player can't hang around.

[Added 26/5/04 - The room that the Player will be herding NPCs into during phase 2A's crowd control was going to be closed during this phase. Now though it will be open and if the Player goes into the room they will find an optional safe to crack.](#)

Once into the corridor behind the lobby the heat bar stops going up and the Player can continue into the security room. This is an office area with 7 people in it. The people consist of 6 random employees (from a total of 9) and a security guard. The employees will be working at in cubicles and occasionally walking around the area. The security guard has a set patrol path around the open plan style room. There are also 2 security cameras in the room.

The Player has to take out everyone here to stop them sounding the alarm. They can do this by tasing someone while out of sight of the others. Once all 7 people are unconscious the phase ends automatically.

This is another heat bar style section, but more difficult than the last. The heat bar will rise extremely quickly here, so if anyone sees Carrie for more than a few seconds it will fill. If a security camera filled the heat bar then it's game over as the alarms will sound. If an employee

filled the heat bar then they will run to one of three alarm points in the room and sound the alarm (game over). If the Player can taser that particular employee as they run to the alarm panel then the alarm won't be raised, but it's likely that another employee will see the commotion and run for the alarm!

The Player can empty the heat bar by using a photocopier or one of 2 water coolers, however each one can only be used once.

Time Limit.

As it's a stand-alone section, this phase has quite a long time limit. Something like 9 minutes should give the Player plenty of time to complete their objectives but still keep them moving.

Phase #1A Outro Sequence.

None.

[Save Point]

Phase #2A.

Phase #2A Intro Sequence.

O'Neil, Miller and Tyler walk into the lobby. O'Neil stays there and secures the door while Tyler and Miller walk into the Tellers area and tell the staff to get out into the lobby. Miller heads for the roof while Tyler continues into the security area.

Phase #2A Gameplay.

Location.

Bank Lobby.

Character.

O'Neil.

NPCs.

- Bank Security.
- Bank Customers.
- Bank Employees.

Primary objective.

- Secure the lobby.

Secondary Objective(s).

- Interrogate the staff to get details of how much cash is contained in each of the 10 underground vaults (the amount per vault varies from game to game, but the total amount is always the same).

Fail criteria.

- None.

Gameplay Synopsis.

This phase starts with the various hostages in the same positions as the end of the cutscene. They are spread out over an area of the lobby so the Player has to work to herd them together to make the crowd control feasible. The Player is directed to herd everyone into an office just off the lobby. Once all the living NPCs are inside the office they can be tied up.

There are 11 hostages in total. They are made up of the following characters:

2 security guards.	These will attack O'Neil if not controlled.
1 bank manager.	He will cower a lot and offer no resistance.
4 bank staff.	Some of the staff and civilians will attempt to leave the bank if not controlled. A few will attack O'Neil.
4 customers.	

Once someone is tied up they can be interrogated (by pressing 'action' near them I think). Depending on who they are they will tell you various things:

2 security guards.	When interrogated each of the guards will reveal some information to make the Player's life easier. This could be something like the combinations for weapons lockers (more ammo for Miller), or opening a locked door with a bonus safe for Carrie to crack later.
1 bank manager.	He can be interrogated up to 3 times and will reveal the contents of a random vault each time.
4 bank staff.	Each staff member can be interrogated once and will reveal the contents of a single random vault.
4 customers.	These have no useful information and will plead for their lives if interrogated.

The information given to the Player in this stage is used in Tyler's phase 3C automatically, so the Player doesn't have to write it down or anything like that.

If any of the hostages escape (rather than attacking O'Neil or whatever) then they will run to the bank's front doors and find they are locked. At this point the hostage will have to change state to either cowering on the floor or become aggressive and attack the Player.

Once the hostages have been crowd controlled the Player can end the phase at any time by leaving the area (walking to the door leading to the security room behind the lobby). This will give the Player a warning (something like Tyler asking O'Neil if he's sure he got all the info out of the hostages) and if they remain in the area for a few seconds the phase ends. The phase automatically ends when the time expires and the Police arrive on the scene, or once the Player has successfully interrogated everyone. Towards the end of the phase, the Player can hear Police sirens in the background.

Note that if the Player kills everyone here it's not game over, they just don't get any information about the bank vaults. If everyone dies then the Player can leave the lobby as normal to end the phase.

Time Limit.

A maximum of 4 minutes.

Phase #2A Outro Sequence

None.

[Save Point]

Phase #3A.

Phase #3A Intro Sequence.

None.

Phase #3A Gameplay.

Location.

Stairwell and then rooftop.

Character.

Miller.

NPCs.

- Cops.
- SWAT.
- SWAT snipers.
- SWAT special equipment division.

Primary objective.

- Snipe the SWAT engineers trying to seal the bank's vaults.

Secondary Objective(s).

- Stop as many SWAT officers as possible entering the bank via the side doors.

Fail criteria.

- None.

Gameplay Synopsis.

This phase is based around sniper gameplay with Miller covering the bank's side. Miller can't cover the bank's front because we definitely want SWAT entering the bank from there at fixed times and in set numbers. If the Player can snipe these SWAT then it will potentially mess up the gameplay in the next phase. Instead the Player stops SWAT from entering the bank via a side entrance, meaning the fixed waves always go ahead (from the front) and any SWAT that get past in this phase appear in the next (from the side door).

Various things will be going on to keep the Player busy:

- SWAT and cops will try to get into the bank via the side doors and any that get through are passed to O'Neil in the next phase.
- At preset points SWAT engineers (marked on the Player's HUD) will try to move to security panels beside the bank. If any make it they will seal a random bank vault (affecting Tyler's next hacking phase). All of the engineers will have a choice of routes to pick from so the level will play differently each time.
- SWAT on the ground (and in a Police helicopter) will be shooting at Miller's position (his cover will be destructible to add to this).
- SWAT snipers will enter the area, make their way to an opposite building and start sniping at Miller from his own level.
- At the start of the level civilians will be in the area, these will flee when the shooting starts.
- Moving vehicles on the ground can be shot by the Player to cause explosions (Police cars, maybe ambulances or TV vans, etc.).

The play area should be kept relatively simple to enable high numbers of enemies, burning vehicles, etc. and generally have the place in chaos.

The player can exit from this early if they want, or they can play for the full duration (as long as they've stopped all of the SWAT engineers). This affects how many police are passed through to O'Neil in the next section. There are no health or ammo pickups in this level so the Player may be forced to leave anyway.

Time Limit.

3 minutes minimum, 5 minutes max.

Phase #3A Outro Sequence.

None.

Phase #3B.

Phase #3B Intro Sequence.

None.

Phase #3B Gameplay.

Location.

Bank Lobby.

Character.

O'Neil.

NPCs.

- Cops.
- SWAT.
- SWAT snipers.
- SWAT special equipment division.

Primary objective.

- Hold back the police for a minimum of 3 minutes.

Secondary Objective.

- Hold back the police for as long as possible so that Nash can hack the banks vaults.

Fail criteria.

- None.

Gameplay Synopsis.

O'Neil's task is to hold the police back for a minimum of 3 minutes so that Nash can hack the vaults. The phase automatically ends at 5 minutes - this is the latest possible time that it can end so that everyone can rendezvous in the strong-room.

The O'Neil phase starts without combat if the player has not killed any hostages so far, on a sliding scale up to all the hostages executed. The player wins 1 minute's grace if all hostages are still alive at phase start - the cops say things like "Now, take it easy, no-one has been hurt yet, if you give yourself up you'll only have to serve a couple of years, maybe less" etc.

Whatever happened in the Sniper section starts outside at whatever time the Player causes it. The first shot fired, vehicles being blown up, etc.

The phase starts with cops attacking in waves. After a few have been killed SWAT takes over. SWAT men use cover as they enter and work in teams to surround the Player. Any SWAT that got into the bank during the last phase will appear on cue here (from the side doors NOT the front doors). At one point a SWAT team will blast through a side wall to flank the Player. This can happen in one of two places so the Player can't predict it each time.

O'Neil is equipped with a SMG of some sort, handgun, grenades and a knife. As this phase is being played, the game records all gunfire and explosions and plays them during the next Phase.

The player can end the phase at any time by running to the exit door. If they reach the 5 minute mark then the game automatically takes control and gets Miller to the exit.

Note that the Player doesn't have to kill any SWAT in this section if they don't want. By wounding them (leg or arm hits) they can force the SWAT to retreat to the bank entrance. We can encourage this behaviour from the Player by setting it up so that a SWAT officer doesn't count as 'dead' until he physically leaves the bank (by walking out or being killed). If the next wave of SWAT isn't triggered until the last wave is dead then forcing the SWAT to fall back will mean it takes longer for the next wave to arrive.

Time Limit.

3 minutes minimum, 5 minutes max.

Phase #3B Outro Sequence.

None.

Phase #3C.

Phase #3C Intro Sequence.

None.

Phase #3C Gameplay.

Location.

A large underground room with dinghy lighting and loads of shelves, storage crates and filing cabinets. A lot of the objects in this room need to be destroyable because there will be fighting in here in later phases.

Character.

Carrie.

NPCs.

- Bank security.

Primary objective.

- Stop the strong-room doors from closing.
- Take out all of the security guards in the area.

Secondary Objective.

- [none].

Fail criteria.

- Failure to kill all of the guards within the time limit.
- Failure to tazer the strong-room door controls within the time limit.

Gameplay Synopsis.

Between the bank and the vaults is a massive strong-room door and Carrie's job is to keep that open so the team can go through. The door is downstairs in a strongroom and that's where most of the phase takes place. However, there is a small canteen just off the stairs with a

couple of security guards in it (eating doughnuts). The Player can just ignore these guys (in which case they show up in Tyler's phase), or the Player can lose some time and take out the guards.

Once the Player gets downstairs to the vault area a cutscene plays. It shows Carrie as she enters a large store room and ducks down into cover. Some guards are by a security office at the other end of the room. The camera zooms to these guards as they talk. One is panicking because of the alarms going off, but the other tells him to calm down and seal the vaults off. He activates a computer panel (clearly showing the Player his objective) and the door starts to (very) slowly close. One guard tells the other to guard the computer while he checks that the room is empty.

If the vault door is sealed then its time locks will make it impossible to get past and it's game over. To stop the door closing Carrie has to taser the door's control panel (this destroys the panel, explaining why the group don't just close the door after they've gone through). An added complication is that the door control panel is in a locked mini-office, so Carrie has to lock-pick the door to that too. Alternatively the Player can pickpocket one of the patrolling guards for the key to the office and use that to get in.

Carrie also has to deal with the guards in this room using her taser (because otherwise keeping track of who's alive and dead will get too complicated for us). Taking out the guards only requires Carrie to taser them while out of sight of the other guards.

This section is Metal Gear style stealth with Carrie avoiding searching guards by sneaking along shelves and cabinets. Ideally there will be a couple of objects in the room that the Player can 'action' to make a noise and attract nearby guards (such as slamming a filing cabinet drawer). A ventilation pipe running down one wall of the room can be grabbed by Carrie to shimmy along or climb up onto. Shimming is no use here at all, but by pulling themselves up the Player can avoid being spotted by the guards until they cause a disturbance.

Time Limit.

Defined by the Player quitting phase #3B (so a minimum of 3 minutes). To balance this, the more time the Player has here, the more guards will be in the room (otherwise we're punishing the Player for doing badly before).

Phase #3C Outro Sequence.

None.

Phase #3D.

Phase #3D Intro Sequence.

None.

Phase #3D Gameplay.

Location.

The security room behind the lobby.

Character.

Nash.

NPCs.

- Security guards.

Primary objective.

- Hack at least one of the individual vault doors.

Secondary Objective.

- Hack as many of the individual vault doors as possible.

Fail criteria.

- Failure to hack at least one vault within the time limit.

Gameplay Synopsis.

Nash must access the main computer to hack open as many of the bank's vaults as possible. Each of the 10 vaults contains an amount of money (the amounts are the same each time but the locations are randomized between the vaults - so each vault will have a random amount every play through).

Prior to hacking the Player has to choose between the various vaults available, this will allow him to pick the best vaults to hack first. However the amount in each vault will only be displayed if O'Neil successfully interrogated the information from a member of bank staff in phase 2A. Any information not gained will result in a vault's money amount being displayed as 'unknown'.

On top of this, any SWAT engineers that got through in phase 3B will mean a random vault is sealed off (displayed as 'access denied') to the Player. The vaults sealed this way will be completely random so it's possible the best ones will be lost to the Player.

The final complication is that the security guards in the canteen (see last phase) will come into the security room at a preset point. Obviously if Carrie took them out in her last phase this doesn't happen. The guards will come in noisily (so the Player knows they're there) and start searching. Tyler needs to avoid them or deal with them, either way he loses time from hacking.

The hacking sub-game ends as soon as Miller quits the lobby (in the previous phase).

Time Limit.

Defined by the Player quitting phase #3B (so a minimum of 3 minutes).

Phase #3D Outro Sequence.

When the hacking game is over then Nash runs to the stairwell down to the strong-room. He almost crashes into Miller who is arriving from the roof and O'Neil from the lobby. They run down the stairs together and when they reach the bottom sprint across the storage room to the strong-room doors. Everyone runs through into the strong-room where Carrie is sat on a box. The whole team moves through the strong-room door and into the next area. The gang are assembled in the strong-room while O'Neil gives them their final orders. Miller is to use explosives to blast them a route out. Nash will get the last of the money by opening the safety deposit boxes. Carrie will grab the money from the open vaults and O'Neil will hold off SWAT. O'Neil heads back out through the main strong-room doors to the storage room from the last phase.

[Save Point]

Phase #4A.

Phase #4A Intro Sequence.

None.

Phase #4A Gameplay.

Location.

A series of basements leading away from the bank.

Character.

Miller.

NPCs.

- SWAT.
- Civilian security (using security guards from another level).
- DuPre (in car).

Primary objective.

- Use explosives to clear a route out of the bank within the time limit.

Secondary objective.

- [None].

Fail criteria.

- Failure to reach the exit within the time limit.

Gameplay Synopsis.

This is basically a combat phase, with Miller fighting his way through several rooms. The idea is for the Player to move Miller to a point in each room marked with a painted 'X' and press 'action' to place some explosives there. The explosives go off a few seconds later, forcing the Player to run away from them each time. The explosion times are logged so they can be heard in each concurrent phase (possibly with dust falling from the ceiling too).

On the way out Miller will have 2 major fights. The first is with a SWAT team who are in the room adjacent to the bank, preparing to blast their way through to attack the gang. This fight should have surprised SWAT officers falling back and trying to take cover. The second fight is with some civilian security guards in one of the building basements. These guards can just use the security models from one of the other levels (to save building some new people just for this fight).

Because the rooms are the basements of various buildings and not part of the bank each one will have a different style. These could include a building's generator room, an abandoned and fire damaged stairwell, a meat locker, part of the sewers, etc. The final room is a small underground car park with the getaway car sat waiting by a ramp up to street level.

Time Limit.

3 minutes. This time limit is fixed (and fairly short) to increase the pace of the level.

Phase #4A Outro Sequence.

None.

Phase #4B.

Phase #4B Intro Sequence.

None.

Phase #4B Gameplay.

Location.

The safety deposit box room stores the bank's ultra-valuable paper resources (bearer bonds, etc.). There are walls of smaller deposit boxes but Tyler is only interested the major ones.

Character.

Tyler.

NPCs.

- None.

Primary objective.

- Circuit hack as many safety deposit boxes as possible within the time limit.

Secondary objective.

- [None].

Fail criteria.

- None.

Gameplay Synopsis.

The Player has 3 minutes to circuit hack as many of the boxes as possible. The phase will be designed so that it is possible to get every one - but only just. After each minigame Tyler will open the box and stuff something into his bag. The phase will automatically end on 3 minutes when O'Neil gives the order to leave. As everything is concurrent we should be able to hear Miller's explosives going off (with dust raining down, etc.).

Time Limit.

3 minutes. This time limit is fixed (and fairly short) to increase the pace of the level.

Phase #4B Outro Sequence.

None.

Phase #4C.

Phase #4C Intro Sequence.

None.

Phase #4C Gameplay.

Location.

The storage room that was used in phase 3D. The environment will need to match anything that was damaged in Carrie's phase.

Character.

O'Neil.

NPCs.

- Bank security.
- Cops.
- SWAT.

Primary objective.

- To hold off SWAT for 3 minutes.

Secondary objective.

- [None].

Fail criteria.

- None.

Gameplay Synopsis.

This is a combat section with O'Neil holding off waves of SWAT officers while the rest of the team carry out their objectives. As everything is concurrent we should be able to hear Miller's explosives going off (with dust raining down, etc.).

SWAT will enter the storage room from the opposite end (down the same staircase the team used to get down here) and move towards the strong-room. They will all be trying to kill O'Neil but some will also try to move past him into the strong-room. The Player can't follow them in so any that get through are logged and deleted (they show up in the next phase). This phase should be so fast paced that there's almost no way for the Player to hold off every SWAT officer so it's likely that some will get through.

Hopefully the storage room will be full of things that can break or blow up so the Player will have to keep moving around. The combat should be close range and fast paced, with the Player desperately trying to stay alive. The phase should basically be non-stop mayhem for 3 minutes.

The Player is given two claymores that they can place anywhere in the area and detonate on demand. Clever Players will put these by the SWAT exit door as a last ditch way of stopping any SWAT that sneak past.

Time Limit.

3 minutes. This time limit is fixed (and fairly short) to increase the pace of the level.

Phase #4C Outro Sequence.

None.

Phase #4D.**Phase #4D Intro Sequence.**

None.

Phase #4D Gameplay.**Location.**

The various vaults and the strong-room.

Character.

Carrie.

NPCs.

- SWAT.

Primary objective.

- Carry at least 2 money bags to the marked area and leave them there.

Secondary Objective.

- Carry as many money bags as possible to the marked area.

Fail criteria.

- Failure to carry 2 money bags to the marked area within the time limit.

Gameplay Synopsis.

In this phase the Player has to move from the strong-room into the vault area, go into one of the vaults opened by Tyler earlier and pick up the money bag in there. They then carry this back to a marked trolley in the strong-room and drop it there.

What makes this more interesting is that any SWAT officers that got past O'Neil in the previous phase will turn up in the strong-room at the appropriate moment. There will be a maximum number of SWAT that can come into the level in total (and at any one time). The SWAT will patrol the area, searching for the robbers. If any see Carrie they will open fire, so it's really important for the Player to stay hidden. He can either avoid the SWAT as he comes and goes or spend time taking them out with the taser. Either way it will slow his money collecting down (and only money dumped on the trolley counts at the end of the level).

If the Player doesn't get enough money bags out (at least 2) then the job was a waste of time and it's game over (there has to be enough money bags for people to carry in the end of level cutscene - see below).

As everything is concurrent we should be able to hear Miller's explosives going off (with dust raining down, etc.).

Added 26/5/04 - In one corner of the vault room a safe will be added that the Player can safecrack if they like at any point during the phase. If they do so then Carrie will get a security pass. The pass will open any one of the individual vaults that Tyler failed to hack during phase 3D. In effect this is an optional objective that allows the Player to recover from a mistake they made in an earlier phase.

Time Limit.

3 minutes. This time limit is fixed (and fairly short) to increase the pace of the level.

Phase #4D Outro Sequence.

We see the entire team running through the escape route that Miller made, with people pushing the spoils away on a trolley. O'Neil is last through so he drops some explosives behind him. The team run out of the hole in the wall in the underground car park, throw the money into the boot and leap into the back seat of the getaway car (DuPre is driving). The exit door rises and the getaway car drives up the ramp and out onto the street. As the car calmly joins the traffic the level ends.

Level Outro Sequence.

See above.

Phase specific objects.

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

Phase 1A.	<i>Security camera.</i>	Raises heat bar. Rotates through arc.
	<i>Photocopier.</i>	Can be 'used' or sabotaged (dictated by script).
	<i>Cash point.</i>	Can be tazered and destroyed.
	<i>Water cooler.</i>	Can be used to lower heat bar.
	<i>Alarm panel.</i>	If used (usually by an NPC) sounds the alarm.
	<i>Computer.</i>	Can be hacked by Tyler.
Phase 2A.	<i>Security camera.</i>	Raises heat bar. Rotates through arc.
	<i>Photocopier.</i>	Can be 'used' or sabotaged (dictated by script).
	<i>Cash point.</i>	Can be tazered and destroyed.
Phase 3A.	<i>Van.</i>	Drives on pre-scripted path.
	<i>Police cars and vans.</i>	Drive on pre-scripted paths. Can be destroyed.
	<i>Exploding objects.</i>	Can be shot to explode.
	<i>Helicopter.</i>	Drives on pre-scripted path.
Phase 3B.	<i>Security camera.</i>	Raises heat bar. Rotates through arc.
	<i>Photocopier.</i>	Can be 'used' or sabotaged (dictated by script).
	<i>Cash point.</i>	Can be tazered and destroyed.
Phase 3C.	<i>Computer.</i>	Can be hacked by Tyler.
	<i>Photocopier.</i>	Can be 'used' or sabotaged (dictated by script).
	<i>Cash point.</i>	Can be tazered and destroyed.
	<i>Water cooler.</i>	Can be used to lower heat bar.
Phase 3D.	<i>Strong-room door controls.</i>	Can be tazered.
	<i>Security post door.</i>	Can be lock-picked by Carrie.
Phase 4A.	<i>Explosives.</i>	Can be placed by the Player at pre-scripted points and explode after a pre-set time.
	<i>Getaway car.</i>	With DuPre inside. Drives along scripted route.
Phase 4B.	<i>Safety deposit boxes.</i>	Can be circuit hacked by Tyler.
Phase 4C.	None.	N/A.
Phase 4D.	<i>Money bags.</i>	Can be collected by Player.