TR GOLD INFO

## **Philip Campbell: Creator of Unfinished Business**

**Philip Campbell** sent me a few choice tidbits about Unfinished Business.

* Have you wondered about the desert at the end of Egypt?
* Where do the new levels fit in?
* and more.......
* Philip Campbell, Senior Producer/Designer for Eidos
Interactive, designer/creator of the new Tomb Gold levels.

Click to see what Philip has to say about:

* [the game](http://web.archive.org/web/20010306213910/www.tombraiders.com/trub/PhilipCampbell.htm#AboutGame)
* [Cat Levels](http://web.archive.org/web/20010306213910/www.tombraiders.com/trub/PhilipCampbell.htm#CatLevels)
* [Return To Egypt](http://web.archive.org/web/20010306213910/www.tombraiders.com/trub/PhilipCampbell.htm#ReturnToEgypt)
* [Atlantean Stronghold](http://web.archive.org/web/20010306213910/www.tombraiders.com/trub/PhilipCampbell.htm#AtlanteanStronghold)
* [The Hive](http://web.archive.org/web/20010306213910/www.tombraiders.com/trub/PhilipCampbell.htm#TheHive)
* [Next Generation On-line Interview](http://web.archive.org/web/20010306213910/http%3A//www.cubeit.com/ctimes/en/news/news0154a.html)

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Are the new levels supposed to fit in with the original game in any particular sequence?

"The two Atlantis levels are supposed to follow on directly from the end of the last level of TR1, and should really be played BEFORE the Cat levels."

"That sets them at the correct difficulty level (i.e. expert). You have to start without pickups and only with your pistols - then, the shotgun is easy to get, and I provided plenty of shells to influence the player to use it, and perhaps also influence the style of play - slow and stealthy. The Uzi's are then not available until the 2nd level, and they are in a special place ( the 'shop window' in the big Lava room). The magnums are reasonably well hidden in the first level... "

"The cat levels are a return to Khamoon supposedly after the end of the Atlantis adventure - the cat statue in the original game caught Lara's attention so she returns to check it out..."

"For a tougher challenge, cheat skip through the cat levels and play the Atlantis levels as they were intended, nothing but guns to start. Then in the scheme of things, the shotgun is practically handed to you, and plenty of shells early on to tempt you into that kind of stealthy-shotgun-type-of-play...."

Question from Henri de la Vallée Poussin:

The thing is that now UB is released, Core and Eidos are planning on TR3 and TR2.5, but I would be suprised if they were planning to get some new TR1 levels out. So what about their level editor ? Does it have to be put in a corner and get covered with (virtual) dust? Can it be released to a select group of fans?

"That's really up to Core Design."

About the jump trick or corner bug used to get out of the mansion, did you, the developers know about that bug before it was discovered by the TR fans?

"I certainly didn't know about it until I'd finished the levels, I can't speak for the team at Core...It was Mike Schmitt, US Producer, that brought it to my attention, I think he read about it in the Croft Times!!!!"

"Apparently one of the longest jump/corner jumps is at the end of the 2nd UB Egypt level ( 6 stories or so!...)"

"I dunno! - Is this a game or an experiment?!!!!! - I must admit, the stupid tricks are fun, aren't they!"

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Some other 'bits' about the cat levels...

"Have you checked out the frescos, wall murals and stone wall reliefs carefully???? - See anything you recognize?"

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"In the first Cat level, before you make the big leap into the 'winkin' Sphinx' room, have you tried leaping over to the 'eyes'? - There's goodies and a 'vision' there!

"Looked at the Sphinx's face closely?"

"The high rock bridge in the first Cat level is called 'Schmitty's Leap", after our long-suffering producer Mike Schmitt - he designed the concept for this secret area..."

"That damn shotgun! - Originally I had placed it at the location of secret #3 - more of a reward, eh?.....No one in testing ever found it (!?), so it was deemed 'too hard' and placed in an easier position....If you miss it in the first area, the shotgun should appear as secret3, where it was intended!"

"The area in the first level where the magnums are is called crocodile rock - try not killing the 4 crocs that come out, and then falling into the croc pit from the other side - it becomes a writhing floor of crocs, deadly, but fun!!!!"

At the end of Return to Egypt, is there a legitimate way to get over the fence?

"No - I thought it would be fun for all you Tomb Raider hackers, and for a few surprised newbies....That's why there is stuff out there....and the 'poisoned sand' is not 'poisoned sand' it's just that.....well, Lara has gone so far out into the desert that the heat get's to her, and she drops with exhaustion...."

"( Believe me, I agonized about this bit for ages - I wanted to give the impression that the desert stretched for miles, and I knew that some 'cheeky' players would find their way out there....I would have hated to just put walls there, although I knew about the fence bug - in fact I spent a lot of time testing areas of TR2 for this very same fence bug, that's one of the reasons why there are so few instances of 90 degree fence corners in the game...)"

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What is the proper way to get down the hole in the basement under the gold wedge-shaped hill in the big valley? I never did find it and had to use Jeff Reid's new move, up arrow + CTL which allows Lara to land on the small pyramid.

"This was sneaky - that's why I left those medipacks lying around. The trick is you HAVE to be at full strength, and we found that in testing 'expert' players tended not to 'top up' their health ( a sign of weakness, using medipacks!) and therefore they tended to get stuck more than the 'fill 'er up' players..."

"When at full strength, lower Lara down into the hole, and shimmy 'til you are above the closest part of the pyramid ( check the shadow) - then you can drop and slide, and not kill yourself..."

"Jeff's trick - very sneaky!, we didn't allow for that one! I really wanted the layout of the level to be the way it turned out, with the pyramid underneath the cube ruin, and I wanted the 'leap of faith', the big dive at the end, I wanted the player to get an understanding of the spatial hierarchy of the level, with lots of windows and 'clues', and to get the feeling of spaces behind windows that you had to work out how to get to."

Why is it possible to end the game too early by jumping into the black hole from the cliff or jumping into the hole from the small pyramid? Is this an expert player curve ball?

"Well.....At the time I designed this there was a web site called Tomb Racer, in which people sent in finishing times for various levels - we knew the persistent player could get into the hole, so we wanted to create some SHOCK times for the racers amongst you! Doesn't make the level much fun, but certainly gets you an amazing time!!!"

What are those skinless beasties in the Atlantis level? They are quite ugly, and give me shivers up my spine.

"Those creatures have always been code-named 'Streaky Bacon men', cause that's exactly what they look like!!! They are one of the toughest foes in TR, so we knew the Atlantis levels would have a bit of emphasis on the fighting - we used lots of different combinations of them to confound the player..."

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"Oh, and by the way, the Lara 'torsos' spotted by some eagle eyed newsgrouper are OBVIOUSLY the HORRIFIC remnants of TERRIBLE experiments carried out by the Atlanteans while attempting to 'GROW' Laras' in their fiendish pods!!!!!!!!!! You know the old adage, about really getting to know your enemy!!!!!!!"

"We called the first room of the Hive the 'Alien Ballroom' for obvious reasons - "care for a dance in the alien ballroom?..."

"Some of the Hive areas have specific names relating to the dangers encountered....The big water filled cavern with the tree-like growth in the middle is called the 'Lesser of three evils' - when you plunge into the water it seems almost impossible to even get out of the water, let alone kill the enemies in the 3 corners - we wanted the player to have to make the tough decision of which one to come up and face first ( ie not the centaurs) maybe take some hits, but get in a position of strength from which to 'stalk' the other two. The 'helpless' beasts on the tiered wall are part of the 'shooting gallery' - the player can shoot them at leisure as they run wildly along their tiers, and then go and collect the big horde behind them - THEN, as the player returns, the tables have turned, and Lara is now on the tiers as the subject of the shooting gallery...."

"The next big room with the two centaurs is the 'race track' and can involve a mad dash around the track 'Ben Hur' style...."