



TOMB RAIDER - Additional Levels - April '97

I originally started with six outline concepts, and have arrived at two that I think are worthy of consideration as additional levels for release prior to Tomb Raider 2. These are 1. The Shadow of the Cat, and 2. The Lair of the Monkey King.

Both these level ideas are intended as "sidetracks" to the original quest, both initiate from areas found in the previous game, and in fact both could be added to the re-release of Tomb 1 as "secret" levels, and as such provide extra value above and beyond the addition of "Unfinished Business".

The intention is to re-use existing wads as before, and to supplement the original texture sets with new textures where necessary. Both the levels I will describe are well suited to this process, and could involve only minimal alterations to the existing textures, while still providing gamers with exciting new challenges.

The major difference between these two proposed levels is that one would better suit a cd/magazine type of release, whereas the other is ideally suited to an Internet release, as part of a series of Web Events. The Shadow of the Cat is a self-contained adventure that has the City of Khamoon as it's starting point, and involves Lara completing a side quest to unlock the mysteries of the Tomb of the Cat - by it's nature primarily an exploration and puzzle type of experience.

The Lair of the Monkey King, however has at it's heart a treasure hunt for Midas's remaining gold - a race against time to discover all the gold bars and to get to the end of the level, the Ape King's Throne Room. I have taken as my inspiration for this level a competition that was recently held on the Net by some Tomb fans called Tomb Racer - basically a race against the clock to finish the Lost Valley level in the quickest possible time. I have added a twist to this scenario by using as my starting point the original Midas level, and by adding the hunt for Gold.

1. The Shadow of the Cat

SCENARIO: Lara, whilst exploring the City of Khamoon, comes upon the fabled Statue of the Cat, rumored to point the way to the lost Tomb of the Cat. Lara could undertake this quest on returning to the city, or could break off from her main search for the Scion. By carefully heeding the clues provided by the "shadow" of the cat (or light from the eyes of the cat), and by resolutely avoiding the many warnings, Lara will eventually solve the puzzle of the pyramids, unlock the Cat Portal, ransack the Mummies Burial Room and find herself in the inner sanctum of the Tomb of the Cat.

GAMEPLAY: Medium easy, with the emphasis on solving Egyptian-themed puzzles and avoiding the Guardians of the Tomb. The Cat Statue will appear and disappear from room to room, providing subtle hints and on occasion transforming into a deadly black panther. The characters encountered include crocodiles (guardians of the water - for, after all, cats HATE water), black panthers and Mummified cats.

ENVIRONMENT: Closely related to the city and obelisk of Khamoon, an Egyptian landscape of giant cat portals, palm trees, ziggurat pyramids and still pools, the world of ominous sarcophagi and dark tombs.

TECHNICAL ISSUES: Using the City of Khamoon object wad provides the necessary creatures, as well as the cat statue, keys, blocks and boulders. The texture set can be pieced together from all of the Egypt level, with some new textures developed depending on the situation - e.g. a trail of cat's footprints, a cat throne or pedestal and perhaps some new hieroglyphics illustrating the story of the cat. The City of Khamoon map can be used to provide a starting point for the level.

INTENTION: This level utilizes one of the more popular "looks" of the previous game, and creates an intriguing new level without deviating too far from the original. It is possible to build up a cohesive start and finish for this level without resorting to cut-scenes, and could be incorporated into any potential re-release without disruption, as a special secret level.

Personally, I feel that the very nature of Egyptian culture lends itself to great puzzle/trap gameplay, and I am also interested in cat mythology!

The following outline provides a general guideline to the types of environments you can expect.

Shadow of the Cat - Level Outline

1. Lara starts on the original city of Khamoon map - we can either come in directly to the Cat statue room, or we could have her begin a few rooms back at the start of the level. The second approach is more interesting as it has a number of advantages - it fleshes out the scenario with a few additional and recognizable rooms, and it allows use to revisit great spaces like the sphinx room. These "repeat" rooms should be altered in some way, perhaps by the addition of debris, flooding, different lighting conditions etc. Going through a darkened and flooded (and doubtless crocodile-infested) Sphinx room could be VERY dramatic. Anyway, a few rooms later, Lara will arrive in the existing cat-statue room.
2. CAT STATUE ROOM - from the original level, Lara notices that all the other exits have become blocked, and that the cat statue has moved. Using a Flip Map, and spot lighting effects, I can create either the shadow of the cat, or the light from the eyes of the cat, which will point the way forwards. The Statue disappears (Flip Map = FM), and Lara finds her way to a hole in the floor, or a crack in the wall.
3. CROCODILE ROCK - Falling into a deep sandy pit, Lara realizes that this is not going to be quite as simple as she thought - a water-filled cavern stretches out before her, with numerous rocky islands guarded by menacing crocodiles. Lara must avoid the croc-infestation, while leaping from island to island and finally to an opening at the far end of the cave. (throughout this level, most water areas will contain crocodiles, the cats' innate fear of water forcing them to use these ugly reptiles as guardians.)
4. THE CAT PORTAL - eventually Lara will work her way through Palm-shaded desert chasms to a magnificent opening shaped like a giant cat's mouth - the entrance to the Tomb! The doors here need to be opened by solving a puzzle and inserting the right keys, and two cat statues framing the portal suddenly transform into savage black panthers. (In some situations, the cat statues transform into panthers located in such a way as to not be able to get to the player - these, should the player not kill them immediately, will appear to be leading the way to the next area.)
5. ORNATE TUNNELS - These contain hieroglyphics and a couple of traps - the statue reappears to guide Lara through.(by following the shadow, Lara will discover triggers to these traps (FM))
6. PALM GROVE - Lara emerges in an area of ornate pools lined with beautiful palm trees. The patrolling panthers can be avoided by diving into a cascading series of hieroglyphic-lined waterways. The cat statue "guides" can always be relied upon to point AWAY from water.(Like a reverse divining rod)

7. ZIGGURAT PYRAMID - Contains the Tomb itself, and, like so many of Egypt's REAL pyramids, is like a huge puzzle box. Lara must push many blocks and avoid many boulders to learn the secret of this vast structure. Panthers patrol the higher levels of the ziggurat. Perhaps the magnums could be found here, legacy of the many dead adventurers failing at this difficult step. Finally a block slides away to reveal the dark interior of the tomb within.
8. ZIGGURAT PIT - the interior is like a reversed pyramid, with terraces leading down into the dark. Water lies at the bottom and a long swim to safety will leave Lara gasping for air.
9. INNER PORTAL - Gateway to riches, a fiendish puzzle, guarded by sentinels - one of the Nine Lives of The Cat.
10. NINE LIVES OF THE CAT - Nine puzzles closely related to the Egyptian interpretation of the nine lives legend - seeing the nine reincarnations as the sum total, universality, achievement. The nine puzzles will appear throughout the tomb portion of the level, and draw their imagery loosely from the Egyptian hierarchy - Ra, the creating sun, becoming AIR, MOISTURE, EARTH, and SKY, and in turn, OSIRIS, ISIS, SETH and NEPHTHYS. The player need never fully understand this concept, but it gives me great inspiration for designing different types of puzzle, - at all points the cat statue will be there guiding and sometimes warning.
11. RIVER NECROPOLIS - an underground river runs through a desecrated animal graveyard. An area of rockfalls, stepping stones and hungry alligators. This river surrounds the inner spaces and is navigable for its entire length.
12. INNER SANCTUM - A kind of crossroads lined with transforming statues
13. ROOM OF THE CATS - A storage area for many cat statues, some of which become panthers. Not a single room but a warren of small spaces.
14. THE " LITTER BOX" - An area of shifting sands and buried "Treasure", surrounded by high walls and palm trees. Lara must clear the sand to find a switch.
15. BURIAL CHAMBERS - a suite of rooms connected by bridges and containing mummified cats built into the walls and huge sarcophagi. Light shines in shafts from ceiling holes, the cat statue guides and then disappears - The flip map makes the room come alive.
16. TREASURE ROOM - A beautifully ornate room that obviously not been discovered before - well guarded by mummified cats.
17. THE CAT ALTAR - The last major room, contains the final resting place for the cat statue and some huge cat effigies. Surrounded by falling floors. The tomb could start shaking at this point, making the climb to the surface more difficult.

The level ends with Lara coming up through a hole into the main city again.

2. Lair of the Monkey King

SCENARIO: At the end of the King Midas level, Lara finds herself in the underground garden. While exploring, she falls through a hidden hole and becomes trapped in an underground prison - this is the domain of the monkey King, who has been hoarding all of Midas's remaining gold. Lara must escape from her captivity and find her way to the Ape King's throne room, collecting all the gold she finds along the way. She will encounter other trapped animals and roaming apes and lions as she finds her way to the heart of the fabled ruined city.

GAMEPLAY: Intended as an Internet level, a race against time and a treasure hunt. Lara must solve the trap and cage puzzles in order to escape and to gather all the gold. On her route she will find all manner of hostile animals intent on preventing her taking their gold.

ENVIRONMENT: Closely related to the King Midas level, a landscape of overgrown ruins, lush gardens and dank stone prisons. This secret world is presided over by the apes, but there is a complex animal hierarchy. Lions and cougars roam free and have their own areas, but crocodiles, voles and rats are servants, and many are imprisoned. The human is the lowest form of life here, and Lara is held initially in the deepest, darkest cave.

TECHNICAL ISSUES: Using the King Midas object wad provides the necessary creatures, as well as deadly traps such as spikes and slicers and architectural features such as trees, columns and cage walls. The texture set can be pieced together from the monastery set of levels, with some new textures developed depending on the situation. The underground garden in the Midas level can provide a good map starting point.

INTENTION: This level utilizes the ruined temples and gardens of the original levels, but adds a new layer to the Midas story. Now the player knows where all of Midas's gold went! A slightly new angle in game play provides players with a fresh challenge, and provides the existing game with a new life on the Internet. I particularly like the idea of doing a ruined temple with overtones of King Louie's "pad" in the Jungle Book. Tomb players can be pretty competitive, and a good prize would ensure plenty of competition! This level could also be added as a bonus/secret level to a reissue of the original, without affecting the overall balance of the game.

Lair of the Monkey King - Level Outline

1. UNDERGROUND GARDEN - Lara starts in the underground garden of the existing Midas level. The stairs leading to the garden could also be included, but all other access would be blocked.
2. NEW GARDEN - the existing garden will connect to a new garden area in the same style, but more trees will mask the drop to the darkness below. Some apes may be gathered here.
3. LARA'S CELL - Lara will find that the long fall has dropped her directly into a heavily guarded and gated cave. Her ape captors are visible running around and taunting her from the other side of the bars. Her weapons are gone, but she can see them lying invitingly in a nearby storeroom. She must solve a difficult puzzle to escape, involving some death defying leaps and a bit of shimmying.
4. APE PRISON - The prison complex is like a series of burrows, with cages containing other trapped animals. Ape guards are triggered and come after her - she notices a lot of gold lying around, some in other enclosures.
5. STORE ROOM - here Lara is finally reunited with her weapons, and can take on the Ape guards toe-to-toe. A small cave complex with plenty of ammo supplies.
6. RAT TRAP - A small sequence of enclosures, rat traps and vicious rats must be encountered before Lara can discover;
7. VOLES' GOLD - This is where the rats and voles hide their meager stash of gold. A series of underwater rooms make up another level of the whole Rat Trap area.
8. CROCODILE DEN - The crocs are also imprisoned in a series of enclosures, and will ferociously defend THEIR stash of gold.
9. CROC OF GOLD - The watery warren where the crocodiles gold is secreted. Note that areas 6 and 8 are designed in such a way that some of these imprisoned animals can escape and disappear, only to reappear at later points within the level.
10. FOOL'S GOLD - Once she has escaped, Lara arrives in a ruined area with an inviting load of gold - BEWARE!, all is not as it seems, and she may be risking her life for just a few bars of lead. The satisfaction of overcoming some tricky traps is tempered by the Flip-map substitution of lead-for-gold.!
11. JUNGLEY JUNGLE - The temple area is just visible beyond an area of trees and patrolling ape guards. Odd bars of gold form a kind of yellow brick road.
12. THE YELLOW BRICK ROAD - Gold bars form a tempting and trap filled path through the outskirts of the ruined palace.

13. **THE RUINED PALACE** - a series of interconnecting spaces arranged roughly around a central pool. This is a large multi-level area with gold in alcoves and apes roaming the corridors. This area can be broken down into areas such as colonnaded halls, broken staircases and coffered state rooms. Light wells contain overgrown garden areas.
14. **LIONS DOMAIN** - The lions control this part of the ruins, and taking their gold will be no easy task. Their areas are generally very open with colonnaded surrounds, plenty of room to roam.
15. **COUGARS' LEAP** - Where the ruins of the palace meet the rough crevasse walls, here you will find the domain of the mountain cougars. An area of leaps and ledges tests your agility and ability to outwit the crafty cougars.
16. **THE GOLDEN MANE** - The lions gold, a worthy treasure as befits the stature of the former king of the jungle.
17. **THE PALACE HEIGHTS** - Climbing to the top of the broken and overgrown staircases, Lara will come upon the roofscape of the palace. From here she can see the King's chambers in the distance and a parliament of apes meeting before the king. Leaping from roof to roof, she will encounter bats and any other animals that have made their way up here.
18. **BATS BELFREY** - A small tower that houses a flying mass of ugly bats.
19. **GOLD IN THE GUANO** - A small and messy stash of gold, and a sequence of trap doors leading back to the lower levels of the palace.
20. **COURTYARD** - An alcoved area connecting the palace to the King's chambers. Broken columns litter the area, and Gorilla guards advance from all corners.
21. **KING'S CHAMBERS** - an ornate section of overgrown ruins, these chambers are full of gold but guarded by angry apes. Shimmering pools provide a respite and hide hordes of secret gold.
22. **FIRE CHAMBER** - With the amount of flames in here, it's obvious that the King has already learned the secret of "Mans' Red Fire" - prompting his obvious disrespect for the succeeding humankind that have stumbled before him.
23. **THE KING'S THRONE ROOM** - Once Lara has succeeded in defeating the succession of slicing and spiky challenges that await her, it is clear that, despite the obvious grandeur of his throne, the Ape King is just like all his other simian pals, a small greedy monkey with big ideas.
24. **THE KING'S GOLD** - and now to collect his gold, and there's a lot of it, all gathered neatly in his ornate Gold room.
25. **COUNTING ROOM** - Just one more stop, for a quick count in the King's counting room (Which may contain the apes' very own hand of Midas - the OTHER hand) and then it's a race to -
26. **THE END** - with a fast time and laden with gold, and all those animals you didn't kill chasing wildly after you.

SUMMARY

Four other level concepts were also considered, including those that had been discussed prior to "Unfinished Business";

3. The House - originally intended to "spice up" the "boring" impression of a training level with no challenge, this idea could make use of existing Tomb wads, textures and maps, but we may encounter some technical problems with color palates when introducing a wad from a different level into the house level. The scenario would involve additions to the existing house map such as secret rooms, attics, cellars and the like. Lara could be set upon by hordes of aliens come to recover what they feel is theirs, and to pay her back for all that "Scion business". I feel that a scenario of this type bears more relation to Tomb2, than tomb1, benefiting as it would from new object creation and the enhancements of FMV, audio, and the new tomb engine. It could function as a kind of James Bond pre-credit sequence, with Lara at home contemplating her treasures, and would be an interesting "take" on the need for a training level - fighting off flying demons in the attic (see Hitchcock's The Birds), would probably be a more than adequate preparation for the rigors of Tomb2!
4. The Garden - Similarly, the addition of a garden to the existing house, complete with follies, a hedge maze (The Shining), grottos, lakes and greenhouses, is probably too big a departure from the look and feel of Tomb 1, and may serve better as an advanced training area for Tomb 2.
5. The Zoo - Too radical a step from Tomb1, but a very jolly way of justifying a horde of vicious animals in an interesting situation (TOMBanji). A good excuse to make a series of self contained challenges involving Monkey Islands, Crocodile Pits, etc. The zoo could also be an Alien zoo, with a captured Lara as it's star attraction.
6. The Underworld - an underground level featuring sewers, subway systems, a massive underground factory complex and dam, a polluted underground lake and a subversive organization threatening us all with it's weird animal experiments and strange handshakes. Too big a leap from Tomb 1, this requires a hard-edged Techno approach, a lot of steel textures, and an architectural understanding of industrial space.

The "LOST VALLEY" type of scenario was considered as a potentially popular choice, but, regardless how innovative we could be with the new environment, there would probably be a huge sense of disappointment if we failed to produce any new dinosaurs.

In conclusion, I feel that an alternative "take" on the Egypt scenarios would be an attractive proposition as a follow-on level for Tomb 1. The "Shadow of the Cat", gives us an interesting focus, and an innovative design, without straying too far from the "ethos" of Tomb Raider. The "Lair of the Monkey King" seems ideal as an Internet level, with it's treasure-hunting appeal and it's fast'n'furious animal traps and battles - and again, this design seems well integrated within the original Tomb Raider universe.

With regard to scheduling and timing, I can have the First level finished well before the June 6th deadline, allowing for a decent amount of testing, and, if required, a second level ready to go around the middle of July. Initially I would require the wads, maps, and textures pertaining to the PC versions of all the Monastery and Egypt levels from Tomb 1 - if these could be forwarded to me asap then I could get started!

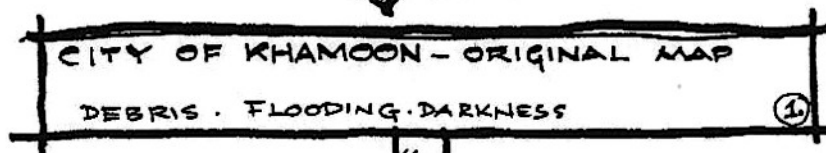
I have attached some rough sketch ideas for level layouts.

Philip Campbell

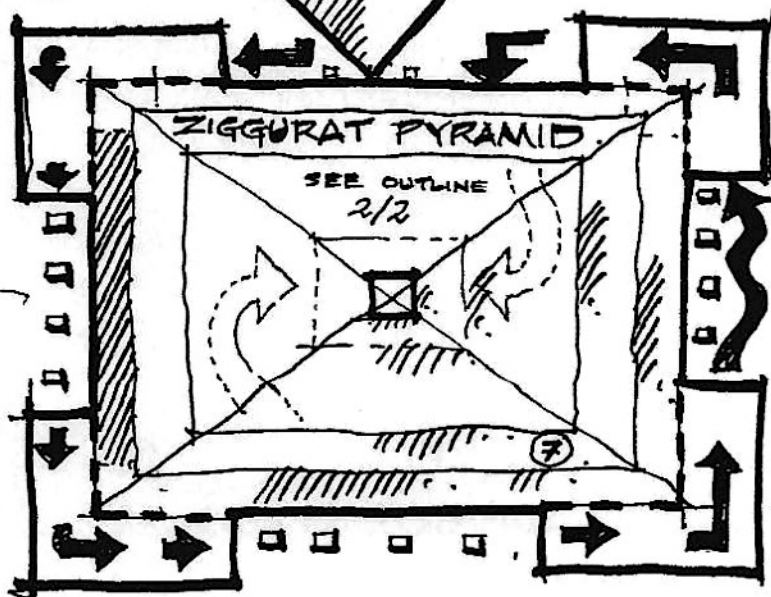
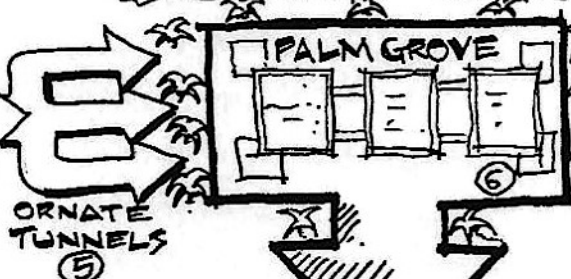
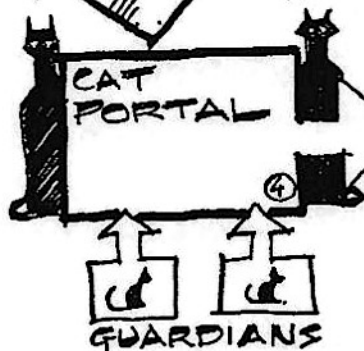
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SHADOW OF THE CAT

LEVEL OUTLINE 1/2



DESERT RAVINE

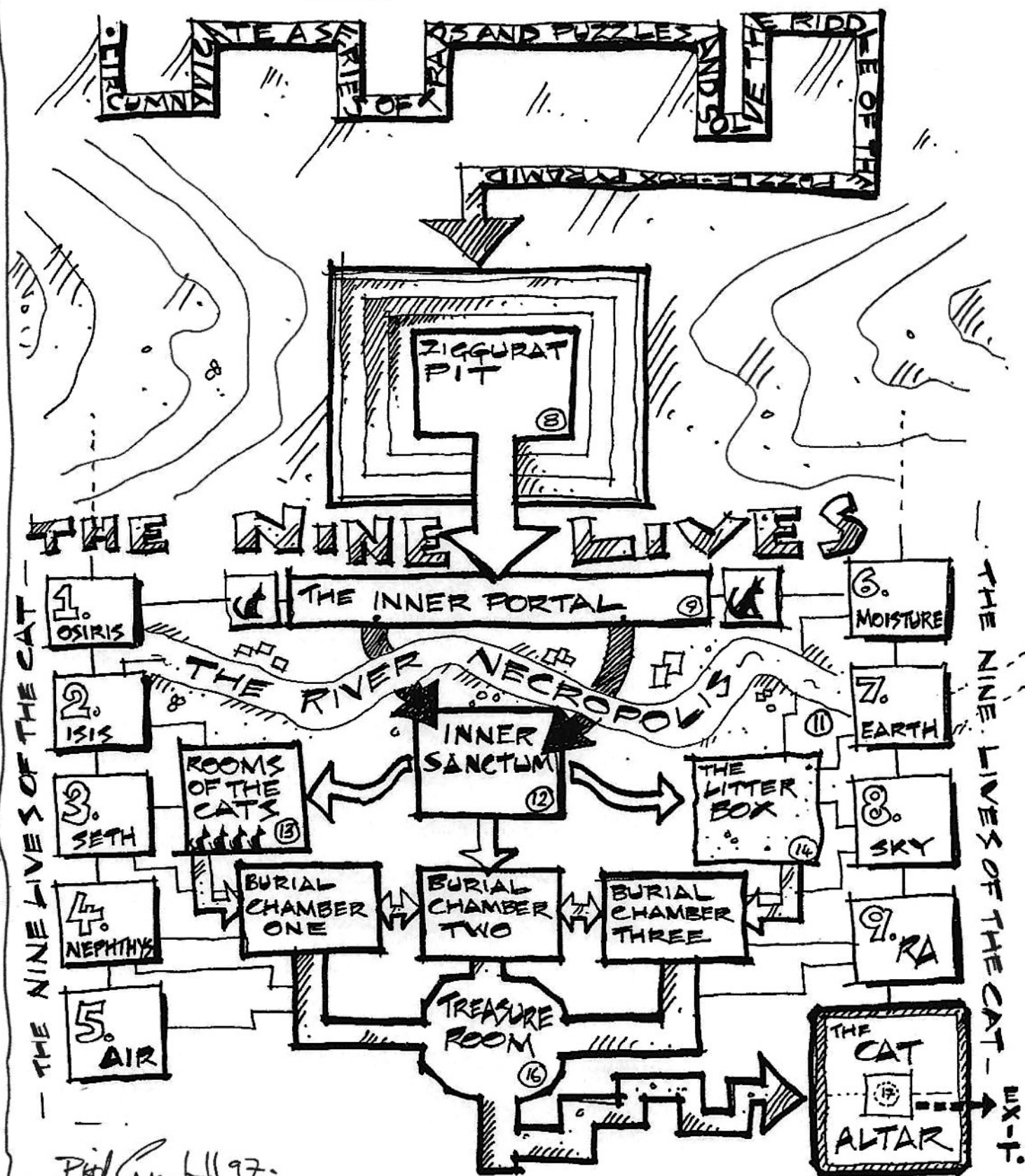


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SHADOW OF THE CAT

LEVEL OUTLINE 2/2

"INSIDE THE PYRAMID"



LAIR OF THE MONKEY KING

