

Colorado River Level

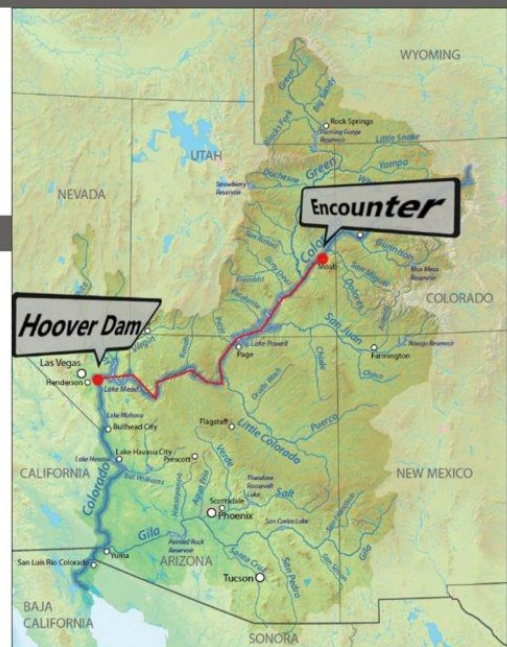


Overview

This level occurs in the middle of a fast-paced third person shooter game. It is set in a canyon along the Colorado River at a tourist lookout.

Background

Rowdy is an undercover homeland security agent, part of a secret operation investigating a radical terrorist group. Before this point in the game, Rowdy interrogated members of the organization and broke into their headquarters, revealing a detailed map of the Colorado River with markings. Rowdy is trying to uncover the end goal of the terrorist organization and head them off.

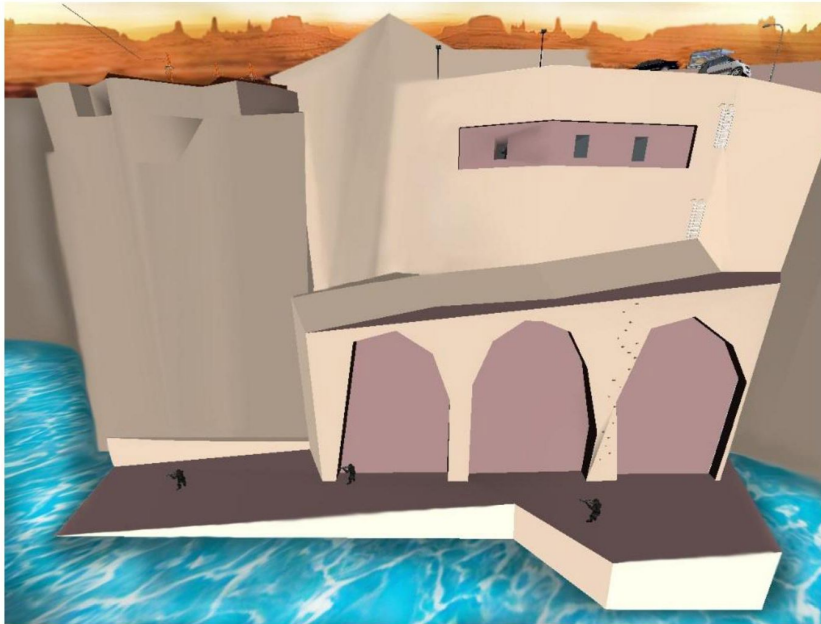




Rowdy is traveling down the river until his team back at base ascertains the exact location of the terrorist group. Upon completing the level and attaining an important document from the target, Rowdy's organization discovers that the terrorist group is heading to the **Hoover Dam** to blow it up. The document has information regarding the dropoff time and location of the explosives.



Level Overview



Main Characters

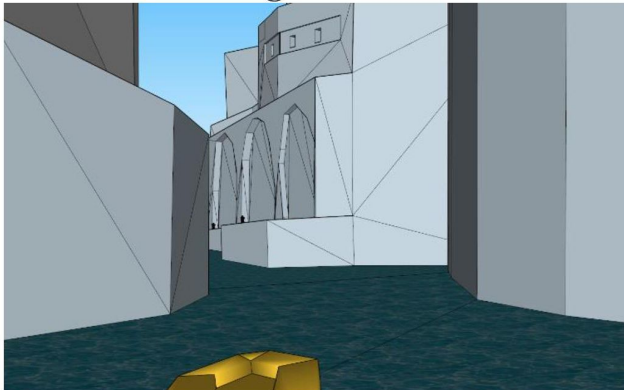


Rowdy "Rowds"



Trey

Level Walkthrough





Overview

Rowdy is traveling by raft while his partner, Trey, talks to him through a comm system in his ear.

Begin cutscene

Trey: "Keep heading downriver and out of sight until we have a visual..."

Rowdy: (*grumbles*) "Cuz I'm loving the first class travel 'round these parts..."

(*boat dips, soaking Rowdy*)

Trey: "We have our eye on the target."

Rowdy: (*mutters*) "About fuckin' time..."

(*static*)

Trey: "Target is just ahead, southeast. Get yourself off the damn boat and over to that left bank. If you let this guy get away, the entire mission goes to hell."

Rowdy: "How much time do I have?"

(*silence*)

Trey: "If it does go to shit, we'll send in a chopper, but you're on your last strike already...(don't know how I ended up babysitting you anyway)..."

Trey: "Bottom line - the Cap'n'll have your ass - and mine - if you mess this up."

Rowdy: "I know you just love thinking about my sweet ass."

Trey: "Only way I'd enjoy thinking about it is if it were served on a platter to the Cap'n himself."

Rowdy: "Least something gets you goin'. And all this time we've been partners, I suspected you were some sort of Terminatress robot."

(*enemies firing*)

Rowdy: "How in hell...?"

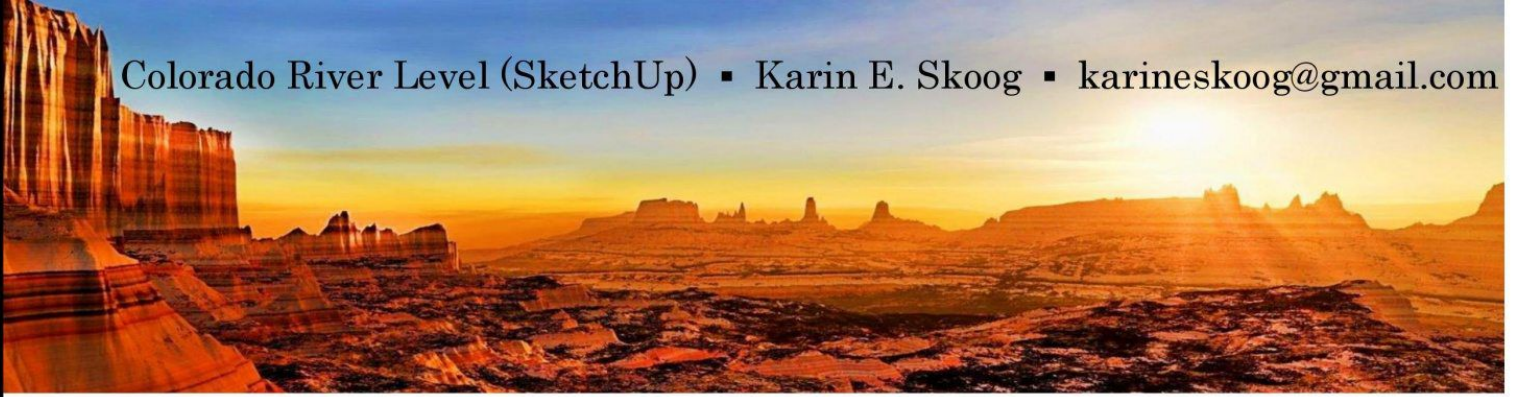
Trey: "Seems we have a mole, Rowds."

Rowdy: "We kept our operation small for that damn'd reason!"

Trey: "Keep your head on straight. Save the chit chat when you're out of open fire."

End cutscene



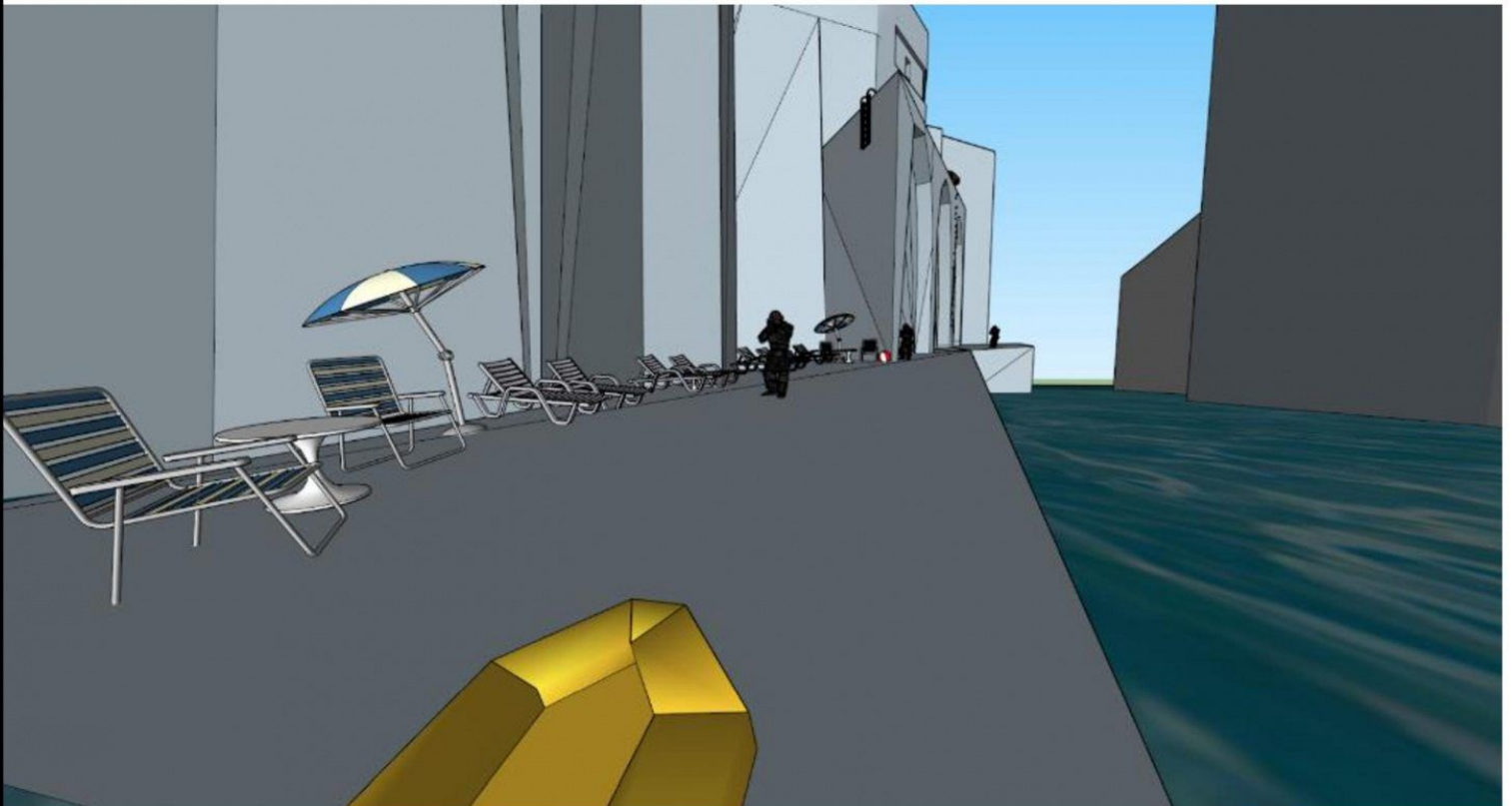


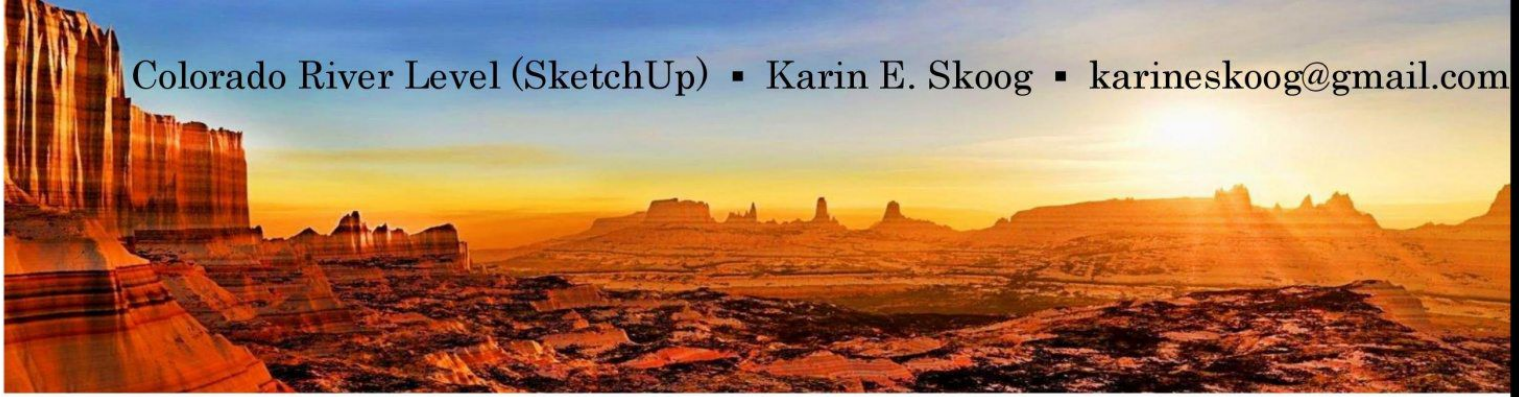
1

Player runs up landing and takes out three enemies.



Note: Snipers are shooting from the other side of the bank, but the player does not have a visual.



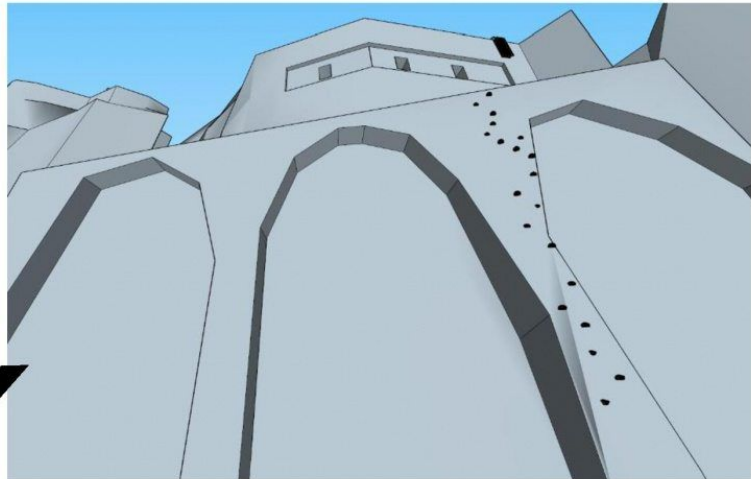


2

Player must climb up cliffside.



Note: At the area where the player can't make the reach, the player will be nicked by a bullet if (s)he doesn't take cover inside the arch. If the player goes inside the arch immediately, the sniper narrowly misses the player.



Visual Style

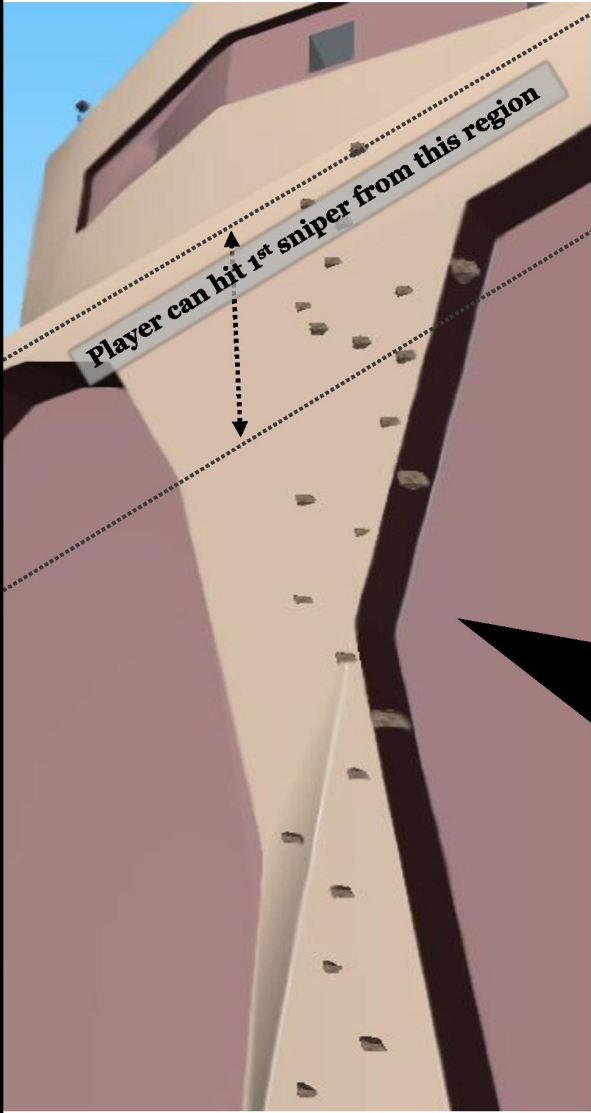




3

Once the player enters the region where the sniper can be hit, Trey comes in on the comm system:
Take him out if you can:

Trey: "Rowdy, you should have a visual on a sniper. Take him out if you can."



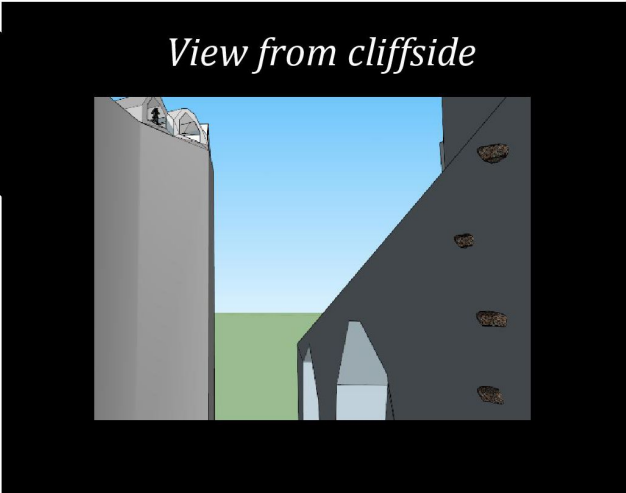
If player reaches the top of that zone without taking out the sniper:

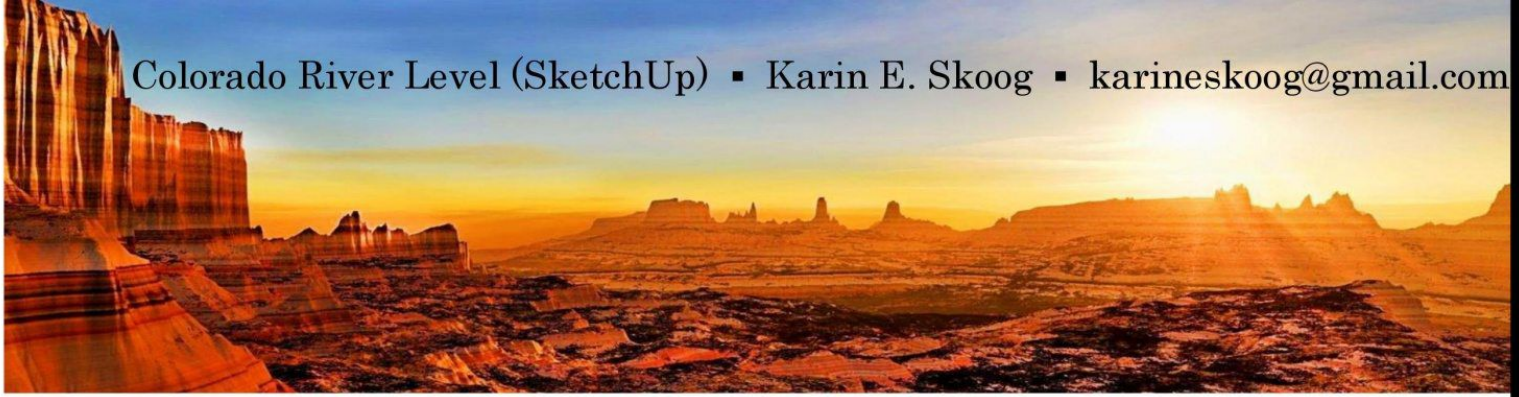
Trey: "Blast it, Rowdy. You missed your chance."

Rowdy: "I'll get 'em in the end. You can count on that."

Note: If player takes out the sniper, special bonus added to score.

(Sniper moves between two sides every five seconds, leaving a six second window between intervals where he is exposed.)





4

Player climbs to ledge and must move at least 2 meters away from the boulder in order to shoot at ladder.

Note: Every 4 seconds the player is not shielded by the boulder, snipers shoot at the player.



Step 2: 3 enemies descend down top ladder.

Step 1: Shoot 2 pins on ladder.

1ST CHECKPOINT: When enemies start coming down ladder.

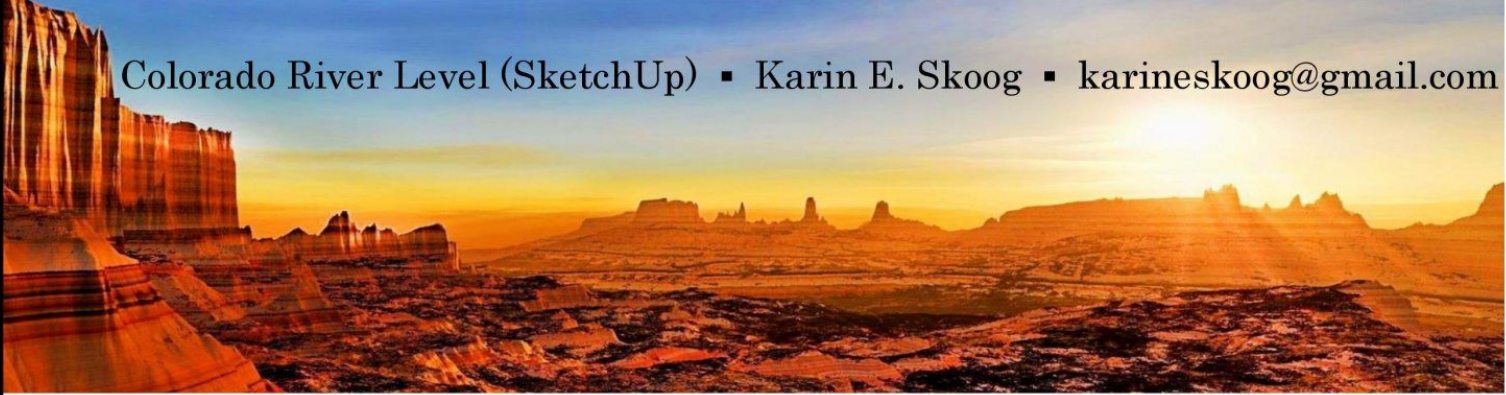
2nd CHECKPOINT: When all 3 enemies killed.

Note: Enemies will kill player within 6 seconds of reaching cave entry ledge.

Step 3: Ladder unfolds when all 4 pins are shot.

Visual Style

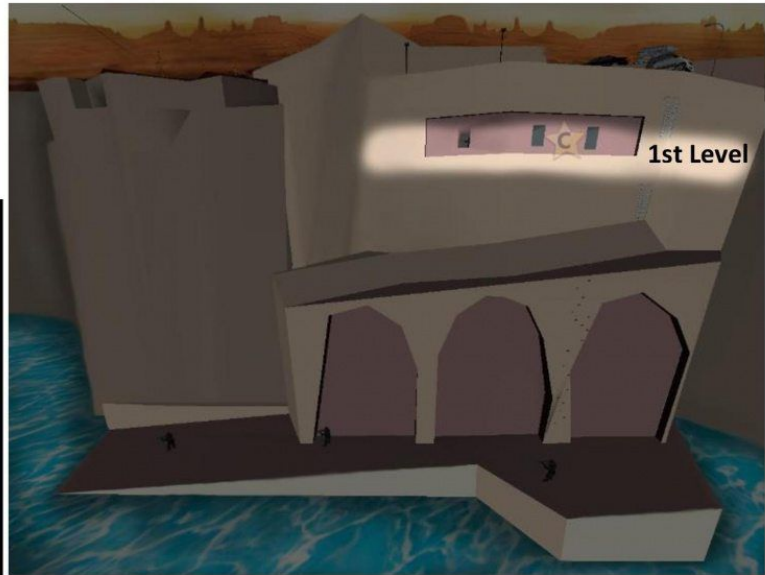




5

Player climbs ladder and crawls through one of 3 manmade caves. Two enemies lie in wait inside.

Visual Style

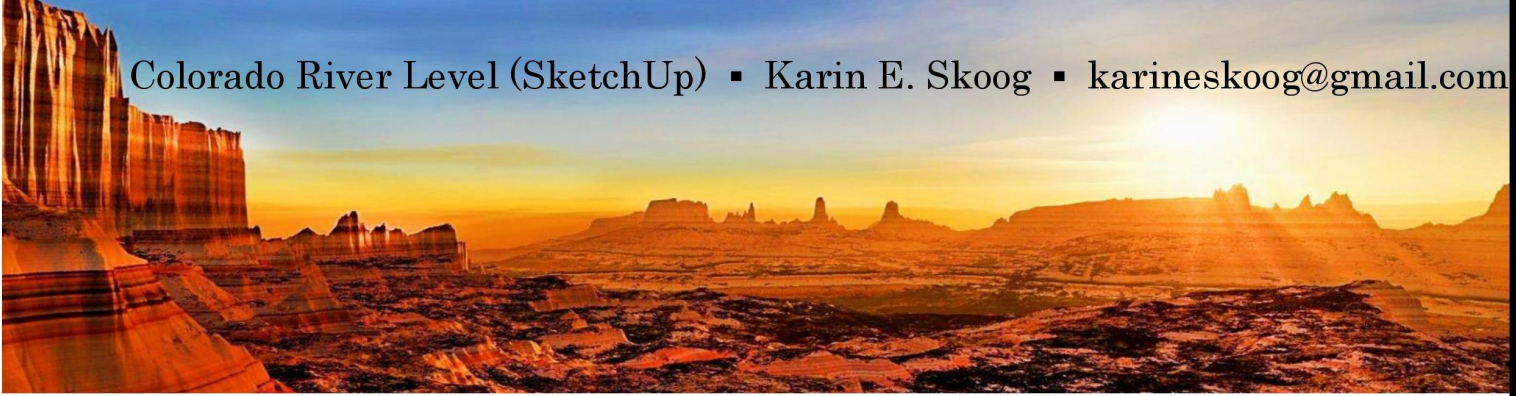


Note: While the cave openings feel manmade, the inside is more like an old cave naturally carved away over time, combined with some manmade stones.

The cave may have served as a sort of bunker or shelter or may have also been used by native peoples.



Checkpoint when player emerges from 1 of the cave openings



Trey: "Get up top, Rowdy. Try to get a visual of our target."



Rowdy: "Oh sure, no prob. Just blasted away a bunch of crazy ass dudes...and God only knows how many more there are.'

'It's like a damn'd kid's birthday party up in here.'

Trey: "I don't want to know what kinds of birthday parties you go to.'

'And hey, even after weeks of roughin' it on the open road, and you still haven't lost your sense of humor.'

Rowdy: "It's gonna take more than a few red-eyed beasts to phase me, sweetheart."

Trey: "What did I tell you about calling me shit like that?"

Rowdy: "Shall I save the pillow talk for later then?"

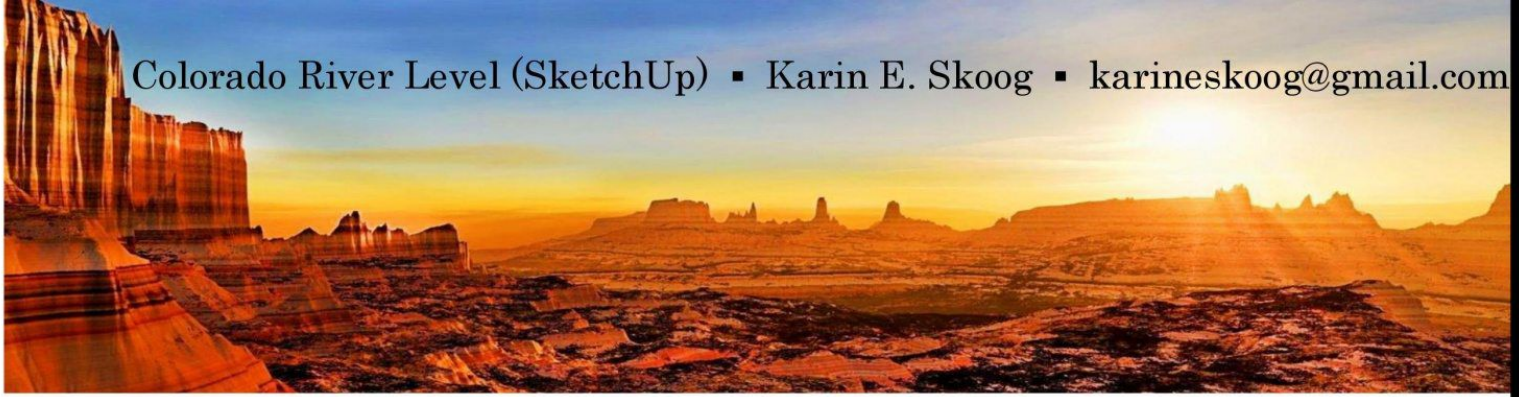
Trey: "You better hope you don't make it back to base tonight, or I'll finish the job these lousy bastards don't have the balls to do."

Rowdy: "Should I feel flattered?"

6

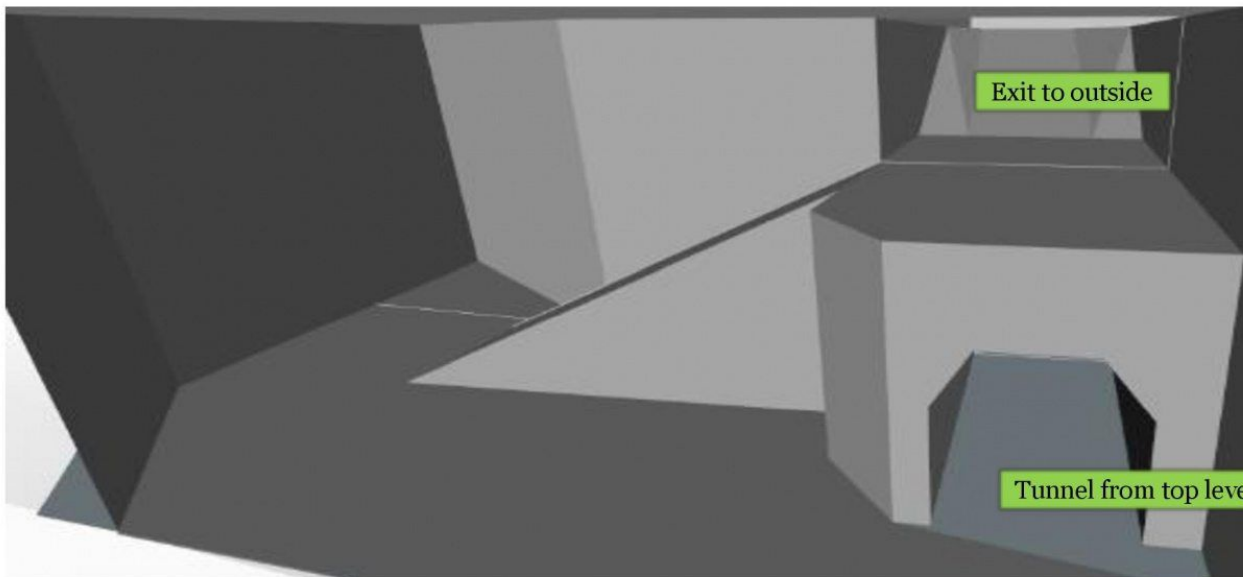
After climbing stairs to the upper part of cave, the player must take out 2 more enemies and crawl through a small exit at the back.

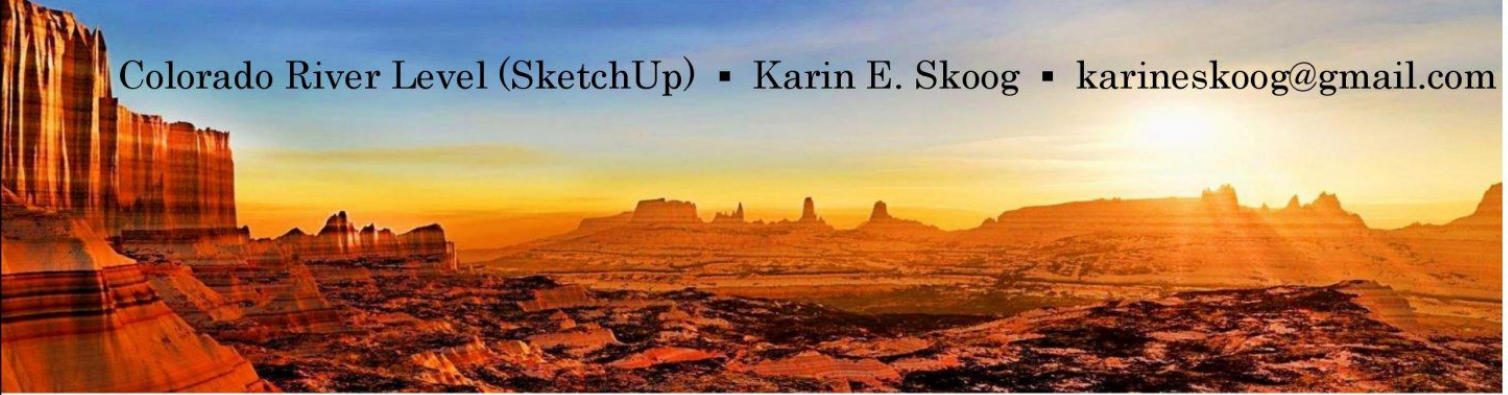




7

As the player crawls out of the tunnel, 2 enemies come down the ramp. The player takes them out and exits from the hole above the ramp.

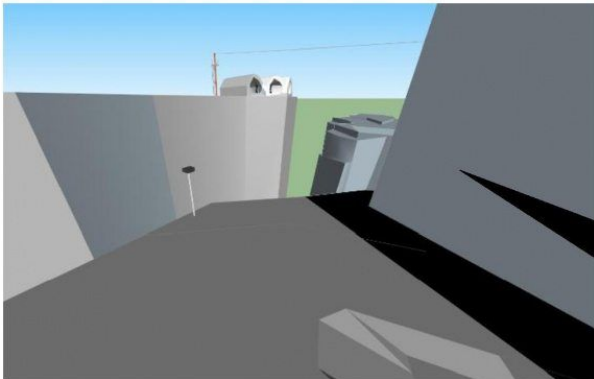




8

As the player emerges, Trey speaks:

Trey: "Try to get a visual of the target."



Visual Style



If player pays a quarter and looks through the tourist binoculars, the rest of the brief conversation unfolds:

Begin cutscene

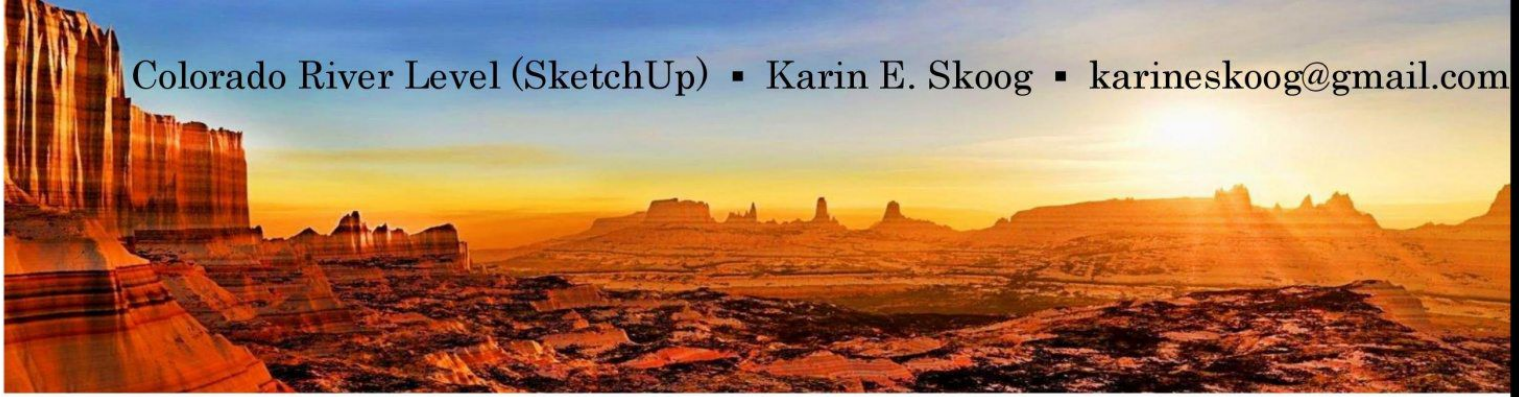
(sniper narrowly misses the player, and Rowdy automatically somersaults left, toward the tourist parking area)

Rowdy: "Shit, Trey. You tryin' to get me killed?"

Trey: *(chuckles)* "You know how to handle yourself, Rowds."

Rowdy: "I'm starting to think you have an ulterior motive here."

End cutscene

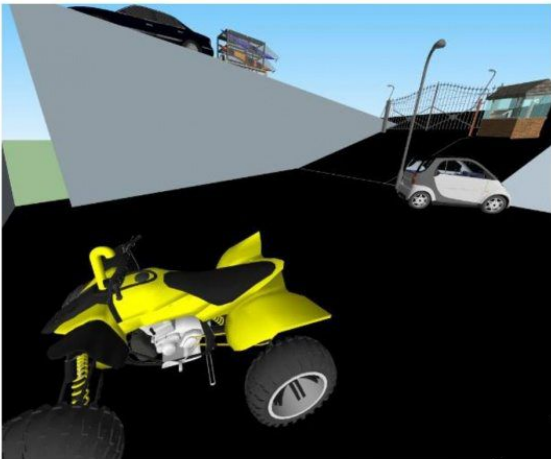
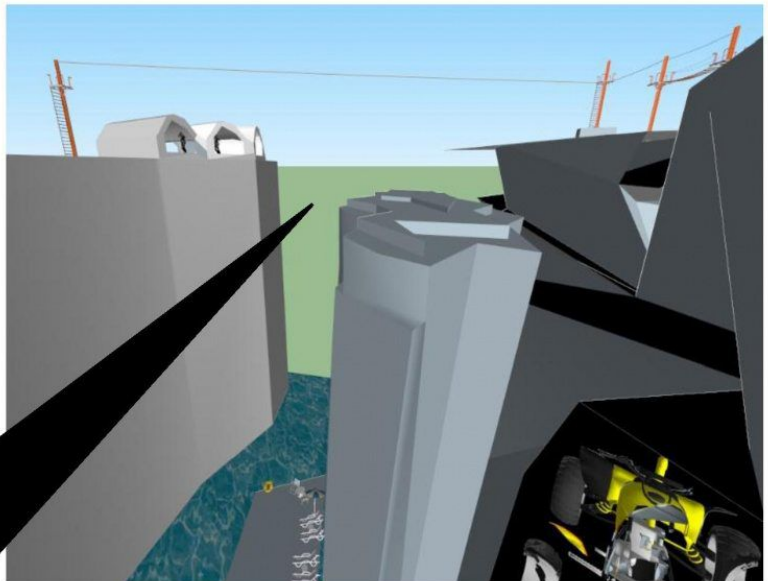


9

The player finds a key in the ATV, and the camera switches from 1st person perspective to 3rd as the player drives.

Note: The small lot just before the parking agent is for more energy efficient vehicles. Other vehicles must park on the upper lot and pay a parking fee.

The gate leading to the top lot is currently locked, and the player cannot access the area.



Background



End Part 1