

TOMB RAIDER

LARA CROFT – HAND TO HAND COMBAT

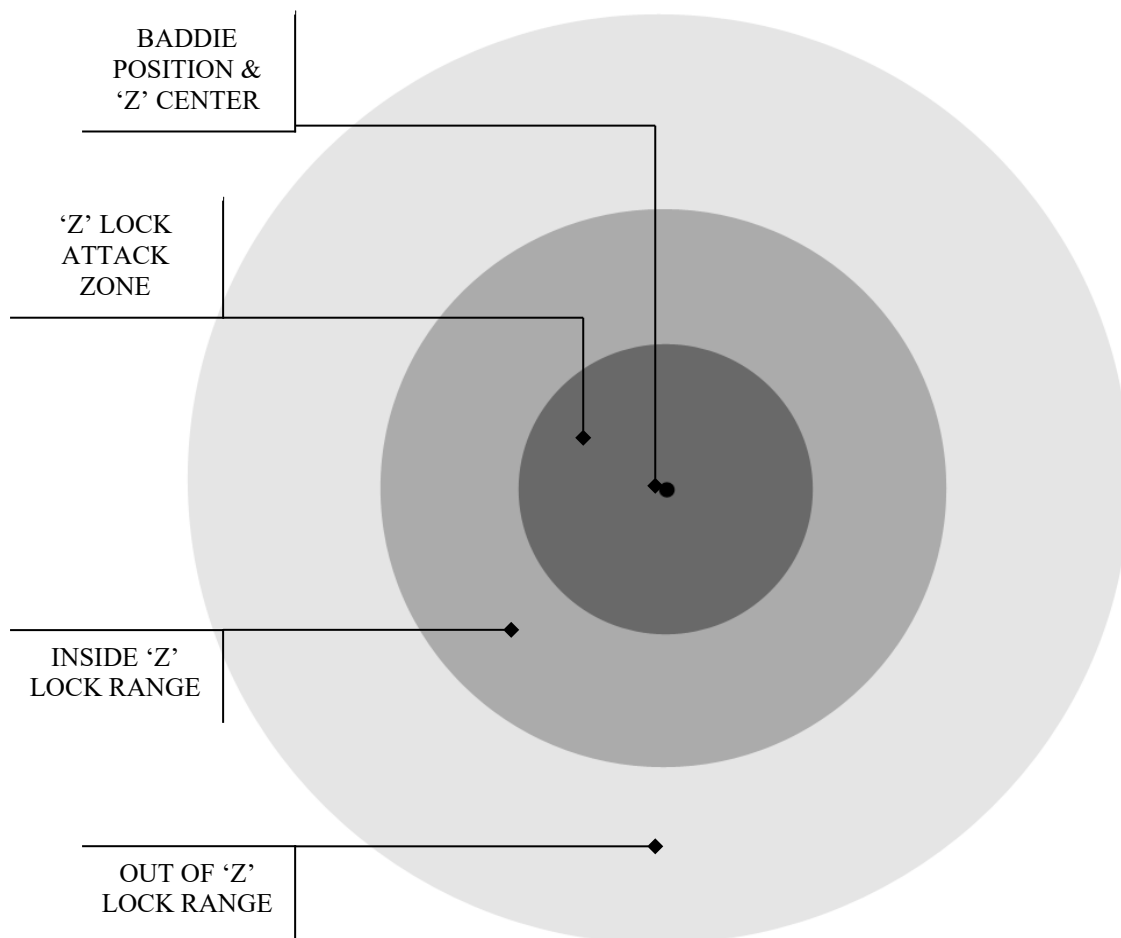
How it works –

The Hand to Hand combat system will be as simple and fun to play as possible, Lara will only have a few limited punches and kicks (listed below) as well as her stealth sneak moves.

Hand to Hand (HTH) combat is initiated by selecting the FIST icon in the weapon inventory or if the player presses the draw weapons button without actually possessing any guns, once in HTH mode Lara will adopt a fighting stance, if any baddies come within close proximity Lara will lock onto their direction using a 'Z' lock type system, this will force both Lara and the baddie to face each other at all times, vastly reducing the number of hit anims required.

The 'Z' lock system –

Once locked onto a baddie Lara's control system will change slightly, pushing left or right will force Lara to run around the baddie, he is the central point and will turn to face Lara. Pushing forward or back will force Lara to step toward or away from the baddie.



Animations required –

Lara will require the following HTH anims –

- Stealth sneak attack 1
- Stealth sneak attack 2
- HTH fight stance
- Punch
- Kick
- Combo attack
- Block

Each baddie will require the following HTH anims –

- Stealth death 1
- Stealth death 2
- Block move
- Upper body hit
- Lower body hit
- Attack 1 (either a punch or gun butt attack)
- Attack 2 (either a kick or headbutt)

Rules concerning Hand to Hand combat –

Lara cannot HTH attack every human foe within the game, there are certain characters who behave friendly toward Lara or must be interacted with in-order to finish the game, this is why Lara doesn't carry a gun for most of Paris.

HTH isn't a full-blown fighting game system, it's another way to take out a baddie. It is vastly less complex than a full fighting system requiring far less animations. Each fight will last only a minute or so, Lara may only have to punch or kick an enemy a couple of times before they're floored, the enemy may get up for another go if they've got any energy left.

If Lara moves out of range for HTH she will break out of 'Z' lock and resume normal game-play mode.