



Antarctic Base

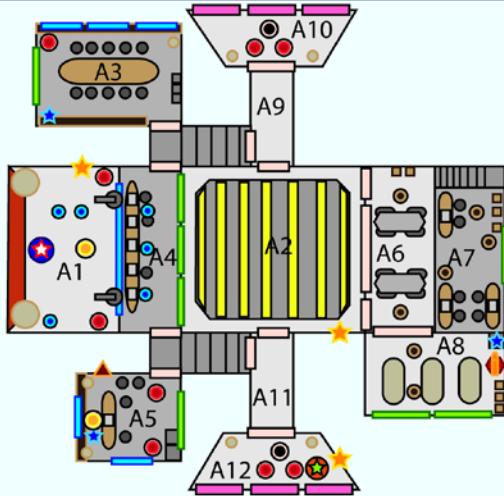
Level Design for Conduit 2

8/14/2009
Andre Morales

Antarctic Base

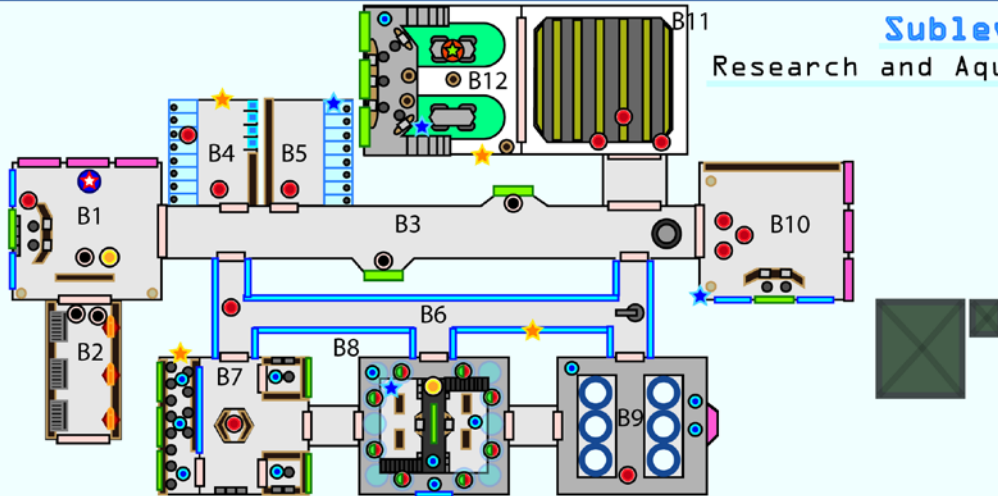
Sublevel 1

Portal Receiving Area



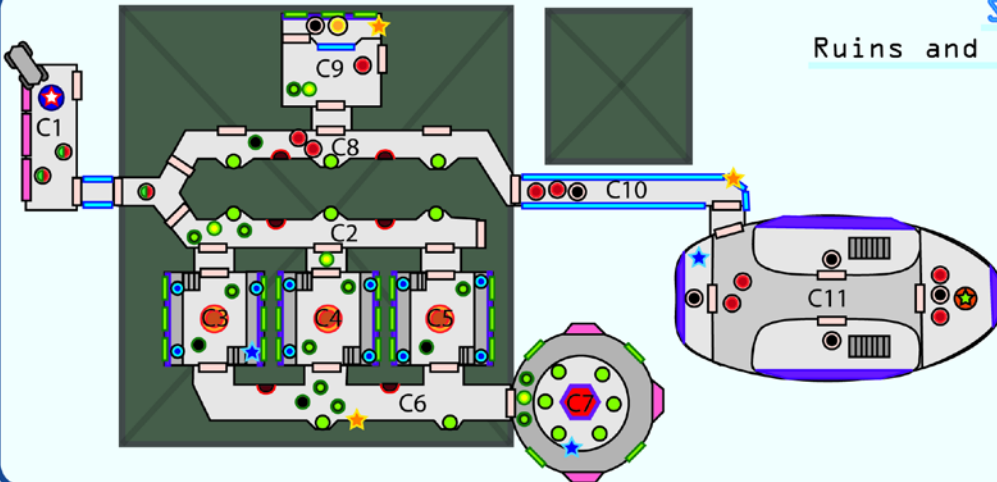
Sublevel 2

Research and Aquatics









































Sublevel 3

Ruins and Enki's Ship



Antarctic Base Key

Icons:

-  Human Commander
-  Human Elite Soldier
-  Human Soldier
-  Human Engineer
-  Human Scientist
-  Human/Alien Hybrid
-  Alien Elite
-  Alien Gunner
-  Alien Butcher
-  Radiation Emitter
-  Hive Queen
-  Gun Turret
-  Tactical Robot Drone
-  Level Start
-  Level End
-  Hidden Graffiti
-  Disc
-  Trust Puzzle
-  Ammo
-  Weapons Locker
-  Various Vehicles
-  Pyramid
-  Neura Network Nodel
-  Alien Hybrid Maturation Chamber
-  Alien Hatchery Spawner
-  Door (single or double)
-  Power Generator
-  Heavy Machinery
-  Table
-  File Cabinet
-  Alien Control Panels and devices
-  Glass Window
-  Digital Display (either human or alien)
-  Computer
-  Box
-  Chair
-  Furniture
-  Alien Artifact

Room Descriptions:

Sublevel 1:

- A1: Portal Receiving Room
- A2: Lift Room
- A3: Briefing Room
- A4: Portal Control Room
- A5: General's Office
- A6: First Floor of Engineering Bay
- A7: Second Floor of Engineering Bay
- A8: Heavy Machinery Room
- A9: Hallway leading to North Elevators
- A10: North Elevators leading to surface (soldier spawning point)
- A11: Hallway leading to Southern Elevators
- A12: Southern Elevators

Sublevel 2:

- B1: West Elevator Receiving Room
- B2: Armory
- B3: Main Hallway
- B4: Men's Restroom
- B5: Women's Restroom
- B6: Glass Hallway
- B7: Alien Artifact Research and Development Lab
- B8: Hybrid Development Lab (three floors)
- B9: Energy Generator Room (two floors)
- B10: Eastern Elevator Receiving Room (soldier spawning point)
- B11: Lift Room
- B12: Hydroponics and Sea Lab (two floors)

Sublevel 3:

- C1: Elevator Room
- C2: Central Hallway
- C3: Neural Node Room One
- C4: Neural Node Room Two
- C5: Neural Node Room Three
- C6: Southern Hallway
- C7: Queen's Chamber (three floors)
- C8: Northern Hallway
- C9: Command Center
- C10: Glass Hallway
- C11: Enki's Ship

General Overview:

The Antarctic Base level is designed to be the intro level for the *Conduit 2* occurring directly after Michael Ford enters the portal at the end of *Conduit*. The goal of the level is for Ford to reach Prometheus's/Enki's space ship so that they can attempt to thwart Adam's invasion plans. When Prometheus hacked into the computer system to open a conduit at the end of *Conduit*, he programmed the conduit to take Ford to the Trust's Antarctic Base while also creating a dummy personnel file so that the Trust agents would not attack Ford on site. With Ford wearing Trust armor, the base operatives will assume Ford is a covert agent returning from a mission and will not attack him outright and allow for players to get introduced to the control mechanics without having to worry about being attacked. The game level is divided into three sections for loading purposes as well as allowing for distinctive goals on each sublevel. Each sublevel will provide the player with specific goals to accomplish in order to reach the end of the sublevel. Windows facing the outside of the base will provide views of an underwater scene with huge ancient ruins on the sea floor. Specific dialogue between Prometheus, Ford, and various NPCs has been excluded from the document for the sake of brevity. The entire level should take around 45 minutes to complete, longer if the player wants to find all the hidden disks and messages.

Gameplay Additions:

There are three definite gameplay changes I would introduce in the *Conduit 2* game. One change would be that when a player has the ASE out, they can generate a protective shield in front of them. This energy shield will protect them from incoming fire until the shield is short circuited by too much incoming fire. This will give the player some defensive capability when they are surprised by enemy forces, while trying to hack into a computer, when searching for hidden messages and will also serve to provide for more emergent gameplay opportunities. The second addition would be the elimination of death from the game. When a player is defeated, the ASE will send out an electrical pulse temporarily disabling enemies or knocking them back. After the enemies are disabled, the ASE will shock the player back to "life" and regenerate 50% of the player's health/shields. This system will allow for intense battles without the player having to repeat an area they have already completed but had not yet reached a check point as well as creating situations where the system loses pick-ups due to resets. This system would also make the game friendlier to the Wii's player base. The final change is for enemies to be able to navigate through doors. Many times in the first game I just sat at a door, opened it, shot a few enemies, and then walk back to let the door close preventing enemies from attacking.

Level Walkthrough:

Sublevel 1 Portal Receiving Area:


Players enter the game by emerging from a huge conduit on the western side of the Portal Receiving Room **A1**. Once the player has emerged from the Portal, a human commander will greet the player and have a short dialogue with the player before calling over a scientist to check out Ford's suit. The scientist will perform calibrations on Ford's suit which will be the tutorial for the player to understand the controls. After the player goes through the control tutorial the player will be led



through the lift room **A2**, into the hallway **A9**, up the stairs, and into the debriefing room **A3**. Once inside the debriefing room, the human commander will turn on the large monitor and Mr. Adams will appear and immediately recognize Ford and order his extermination. Alarm bells will blare and the base goes into lockdown. The player will immediately be attacked by the commander and soldier in the room. After defeating the commander and soldier, Prometheus will tell Ford that he must shut down the massive conduit to prevent endless reinforcements coming through it by hacking into the control room computers at **A4**. Getting to the Portal Control Room will be difficult because once the player walks through the Briefing room door, all enemies will begin tracking the player and coming up the stairs to engage the player. Upon entering the Portal Control Room the player will be assaulted by three scientists armed with Deatomizers. After defeating these scientists the player will use the ASE to hack into the system and close the portal. Just as the conduit is closing the arm of a huge alien begins coming through the portal, but is severed off when the portal shuts down. Prometheus will tell the player that the elevators going down to the lower levels have been locked down and the player will need to hack into a computer terminal in the engineering bay **A7** to unlock them. The player can either go south towards the General's Office **A5** where there is a hidden weapon cache and data disc, or back track the way they came. If the player defeats the General, then enemy units will take longer to locate the player as the general will no longer be able to direct the base's defenses. The General is a tough fighter and will use a more powerful pistol than regular soldiers. Whichever path the player chooses, additional enemy soldiers will spawn from the North Elevators at specific intervals to keep the gameplay intense. Upon entering the engineering section **A6**, the player will be attacked by human engineers in pneumatic suits wielding flame throwers and melee weapons. After defeating the engineers, the player will hack into the engineering computer system at **A7** unlocking the southern elevators at **A12**. Getting to the elevators will not be an easy task as it is guarded by two soldiers wielding TPC Launchers and Flash grenades as well as an Elite Soldier wielding a Carbonizer Mk16. As soon as the player walks halfway down the hallway into the elevator room, the central elevator will open and the soldiers will emerge guns blazing. After defeating these enemies, the player can enter the central elevator and proceed to Sublevel 2. The elevator is mostly a clear glass cylinder which will provide the player a grand view of the aquatic base and the ancient alien ruins below.

Sublevel 2 Research and Aquatics:

Sublevel 2 is the heart of the Antarctic Base and contains all the labs associated with research and developing the alien-human hybrids and technology. The player enters this section in the West Elevator Receiving Room **B1**. The player will use flash grenades to temporarily stun the soldiers and commander in order to gain the cover of the desk on the western side of the room. Once the enemies are defeated the player can enter the garrison **B2** and restock their weapons and ammo. To proceed into the Main Hallway **B3**, the player must hack the door with the ASE. After the hacking is complete, a broadcast is heard through the PA system stating that the base is now in complete lock down, and the elevators will be physically sealed. Prometheus will state that the only way forward will be to use a sub to reach the ruins and his ship, but Ford will need to get three command cards from three different commanders located in the southern labs. Upon entrance into the Main Hallway **B3**, a huge assault robot hulks into the hallway from the opposite side and unleashed a hail of bullets while two elite soldiers snipe from alcoves in the hall. Players have the option of fighting the robot and the elite



soldiers now, or heading quickly down into the smaller glass corridor **B6** at the bottom which leads to the three labs. Once in the glass corridor a gun turret will begin firing on the player. A few strategically placed shots will take out the gun. Upon entering the Alien Artifact Lab **B7**, the player will come under fire from a soldier positioned in the central monitoring desk. After defeating the soldier the player will need to inspect each sub room looking for the supervising commander who will be randomly spawned in one of the three rooms inside the lab while also defeating additional scientists. After collecting the commander's ID card, the player will continue onto the other two labs. Once the player enters **B8**, they will have to quickly kill the commander on the third floor to prevent him from releasing the hybrids from their maturation tanks. If the player fails to kill the commander an alarm message will sound advising of the release of the hybrids, then the tanks will release the hybrids at intervals to attack the player. After the player retrieves the second ID card they can progress to the final lab. Players will have to be extremely careful with their shots in the Energy Generation Room **B9**, as one stray shot on the generators can cause arcs of energy to shoot out and strike the player dealing damage. The commander for this room will be located on the bottom floor accessed by the elevator on the eastern side of the room. Several scientists and a soldier will provide resistance to the player as they navigate the room. After obtaining the final ID card, the player will be able to access the computer in the Hydroponics Lab **B12**. If the player has not already done so, they must defeat the robot boss in the main hallway. The Robot will not go down easily; it wields an energy shield on its right arm and a chain gun on its left arm. Players will have to time their shots to hit its vulnerable spots which will be indicated by glowing energy nodes. The robot will use its shield to protect itself when it is not firing at the player. If the player gets too close to the robot, the robot will grab the player and hurl them down the hall or against the wall. Once the robot is defeated, it will detonate and the eastern door leading to the Eastern Elevator Room will slam open and three soldiers will run out of the room and into the hallway while raining fire upon the player and hurling flash grenades toward the player. The player can attempt to bypass these soldiers by heading directly into the Lift Room **B11**, but when entering this room the player will find three soldiers shooting at them from behind a quickly built bunker fashioned out of barrels and heavy machinery. Once the player is done defeating the soldiers, they will hack into the door panel and enter the final room, the **Hydroponics Lab B12**. As the player enters the room, a soldier will scream to seal them in the room and the door behind the player crashes shut and the electric lock explodes preventing any additional forces from entering through the door as well as preventing the player from going back. After defeating the room's guards the player will use the stolen ID cards and open the metal doors sealing the aquatic pools in the center of the room. Once the doors are open, alien hybrid soldiers will leap out of the water and two mini-sub's will surface with elite soldiers jumping out of the pilots chair and begin attacking the player. Explosions will rip through the lab and water will begin to rise due to depressurization of the room. The player must quickly defeat the enemies and jump into a sub before the room fully decompresses and implodes. As the player jumps into the pilot seat and its front hatch seals shut, an alien hybrid will jump on the front of the sub and will begin to beat on the glass. The player punches the sub into action dislodging the alien. As the player rockets toward the ruins, the lab behind them explosively decompresses.

Sublevel 3 Alien Ruins and Enki's Ship:

The player starts this level after crashing the sub in to the elevator room **C1**. Water will be spraying from around the crashed sub filling up the floor of the room. Two hybrids will begin attacking the player after they get up from being knocked down from the impact of the sub into the room. After defeating the hybrids, the player will enter the alien ruins through a short glass hallway that will allow the player a view of the grand underwater pyramids. At this point Prometheus will tell the player a few interesting things about the pyramid as well as advise him that they must reach his ship quickly. Once the player enters the base, Prometheus will tell the player that the northern biological door is sealed by alien biotechnology and the only way to open it is to destroy three nerve clusters in the southern rooms below. When the player enters the Southern Hallway **C6**, they will experience combat with pure aliens for the first time. In this sublevel, there are three types of pure aliens: Alien Elite, Alien Gunner, and Alien Butcher. Alien Elites are extremely powerful creatures armed with a bio sword and havoc pistol. Alien Gunners are equipped with the powerful Strike Rifles and Hive Cannons. Alien Butchers wield dual bio swords and charge the player fearlessly attempting to get within melee range. Along the northern wall will be three alien enemy spawners that will eject random Butchers or Gunners. Players can disable these spawners by shooting them repeatedly or hurling grenades at them. The player can destroy the Neural Nodes in the rooms **C3**, **C4**, and **C5** in any order they want. Each Neural Node room consists of two floors. In the center of each room hangs a huge pulsating alien brain sack with blood and energy vessels flowing in and out of them. On the floor of each room will be acidic pools that will damage the player if they step in them. Destroying a Neural Node is accomplished by shutting off its biological support system by accessing the alien computers in each room. Each room will be defended by Human scientists and pure aliens. Once each neural node is destroyed, all northern doors leading out of the rooms will be slammed shut. Prometheus will advise Ford that there must be something more powerful controlling the base as well as the pure aliens. Players will discover that the eastern door of the Southern Hallway **C6** is now open. Upon entering the room the players will see a huge Alien Hive Queen bound in the center of the room with many electronic devices. Prometheus will advise the player that they must free her from the control modules placed on her by shooting them. The player will have the option of either killing her outright, or doing the more difficult task of destroying the control modules. If the player destroyed the control modules, then the Hive Queen will vent her rage at being controlled and turn all pure aliens against the humans throughout the rest of the level. If the player just kills her, then they will have to defeat both the remaining humans as well as the aliens in the level. Once the player either frees or kills her, the doors will all be opened up and the pathway to Enki's ship will finally be open. The final path will be difficult especially if the player did not save the queen. The Northern Hallway **C8** will have three alien spawners against the southern wall as well as have a heavy human soldier presence. If players want to get all the disk and hidden messages, they will have to clear out the Command Center **C9**. Players will be treated to an awesome view of Enki's ship by looking through the glass as they approach the ship when they enter into the Glass Hallway **C10**. Fighting past all the remaining guards, the player will enter the bridge of the ship **C11**, activate the system using Prometheus in the **ASE**. Once the ship is activated the player views a short cinematic of the ship activating and flying away from the Antarctic Base as it detonates creating a huge concussion wave from which the ship emerges and flies off ending the level.