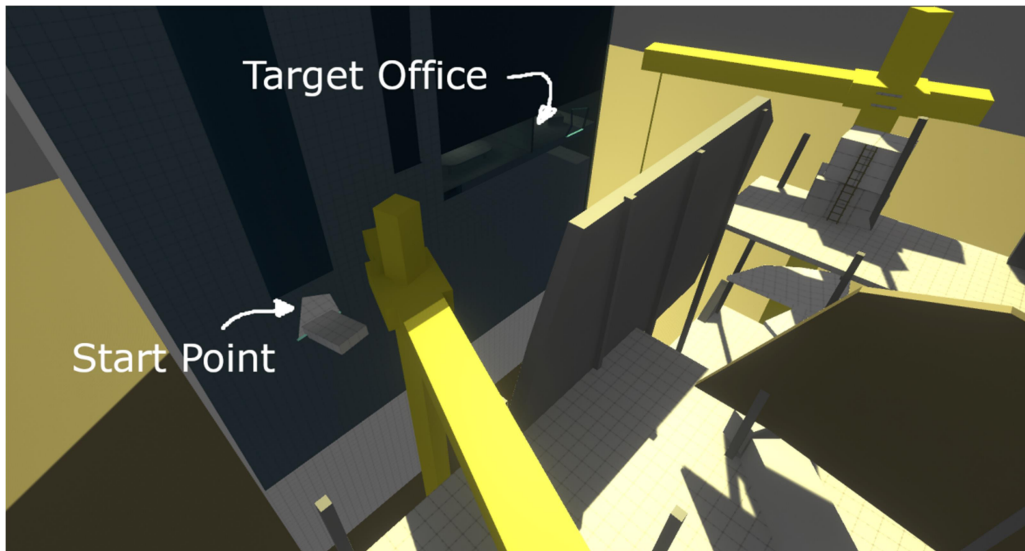


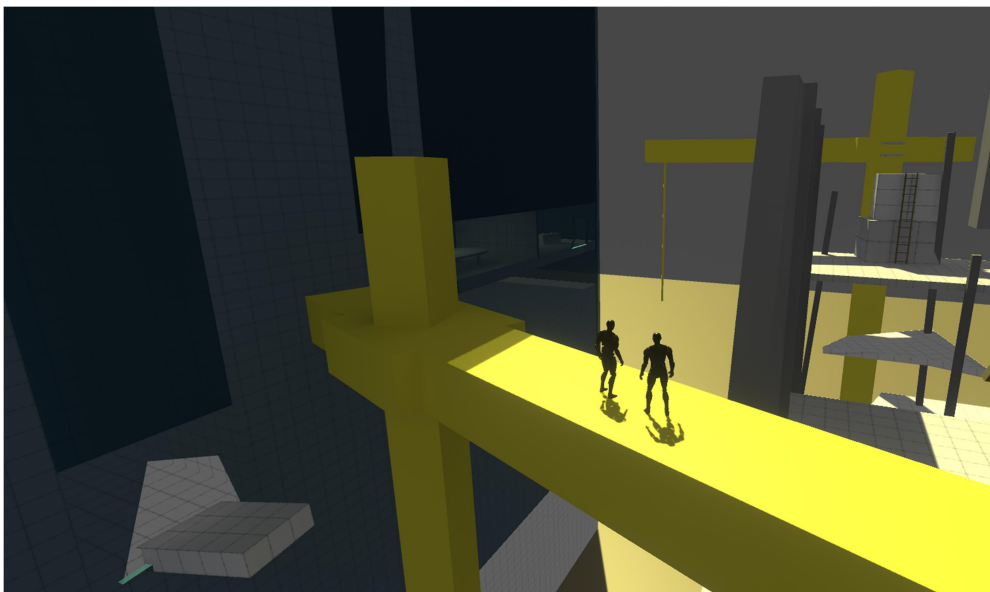
Overview

Set in the near future. Our heroes are following the tracks of an ancient artifact, which have led them to a military group that is hiding inside the ruins of New York's downtown, which is surrounded by constant warfare. The tracks of this military group leads them to an address at the 7th floor of a building, but unfortunately, the building is in ruins and they can only get to the 5th floor without calling any unnecessary attention.



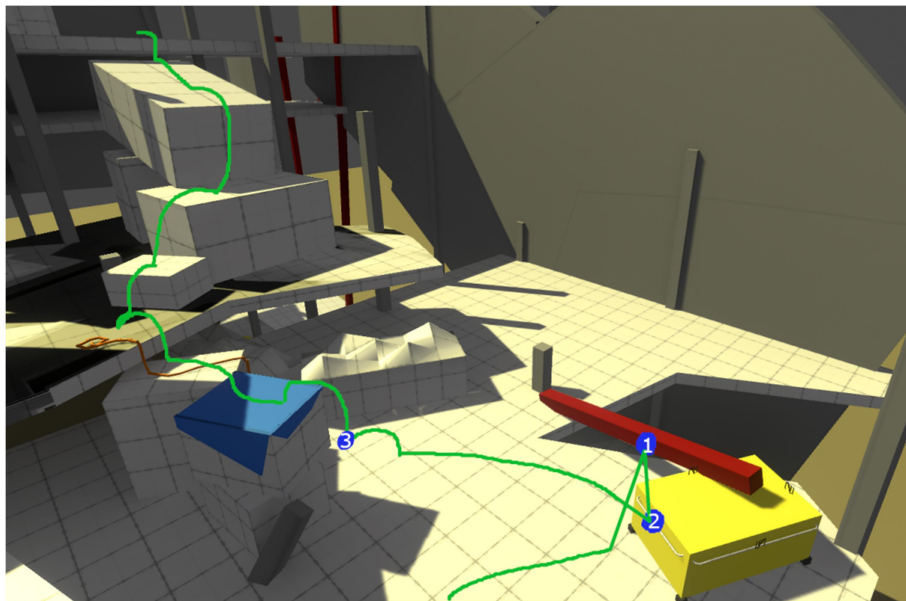
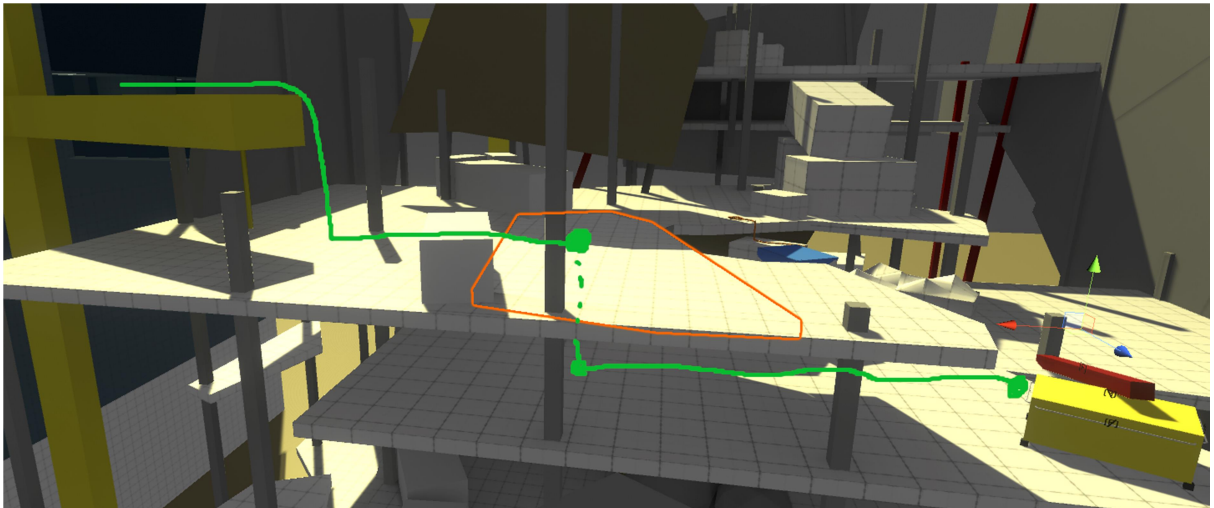
Intro cutscene

- Guess we'll have to find an alternative route.
- Hey, let's get a better view from up here (climbing the crane).
- (already up the crane) Hey, maybe we can get to that crane. We'll get onto the 8th floor and from there we'll find our way downstairs.
- Sounds like a plan.



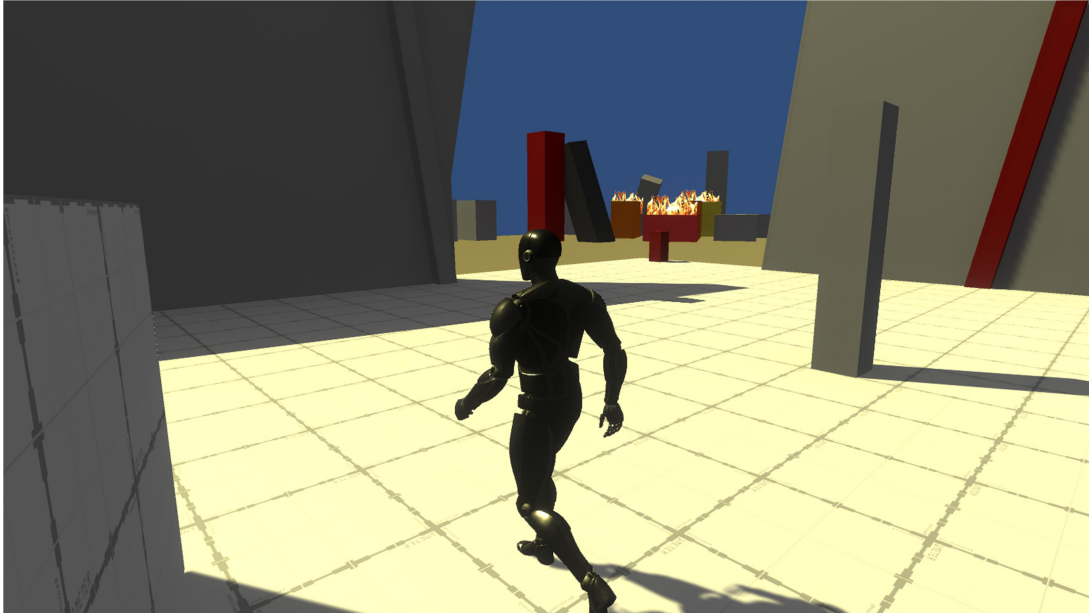
Traversal gameplay

The player and his buddy get into the construction site ruins and walk towards the next platform to climb when suddenly the floor collapses below the player. His buddy got lucky and didn't fall, so now, the player will have to figure out how to get out of there. There's a wheeled cart that can be moved to a certain spot to climb up, but there's a broken pillar blocking it. The player tosses the pillar away, pushes the cart to the closest climbing spot and gets back up to the floor where his buddy is at.



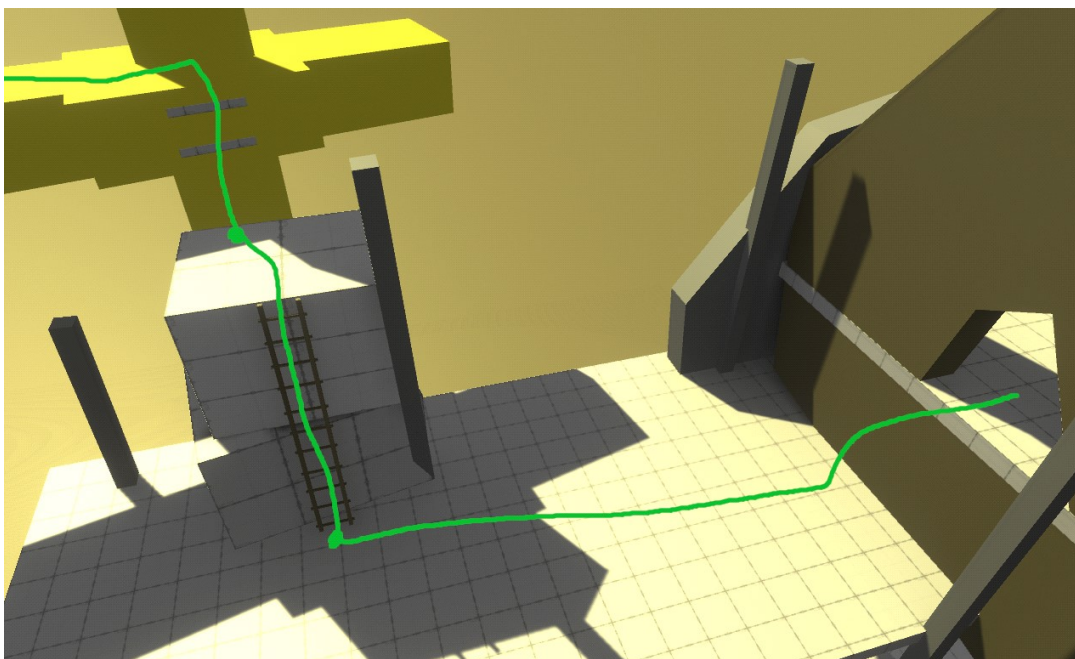
Cutscene

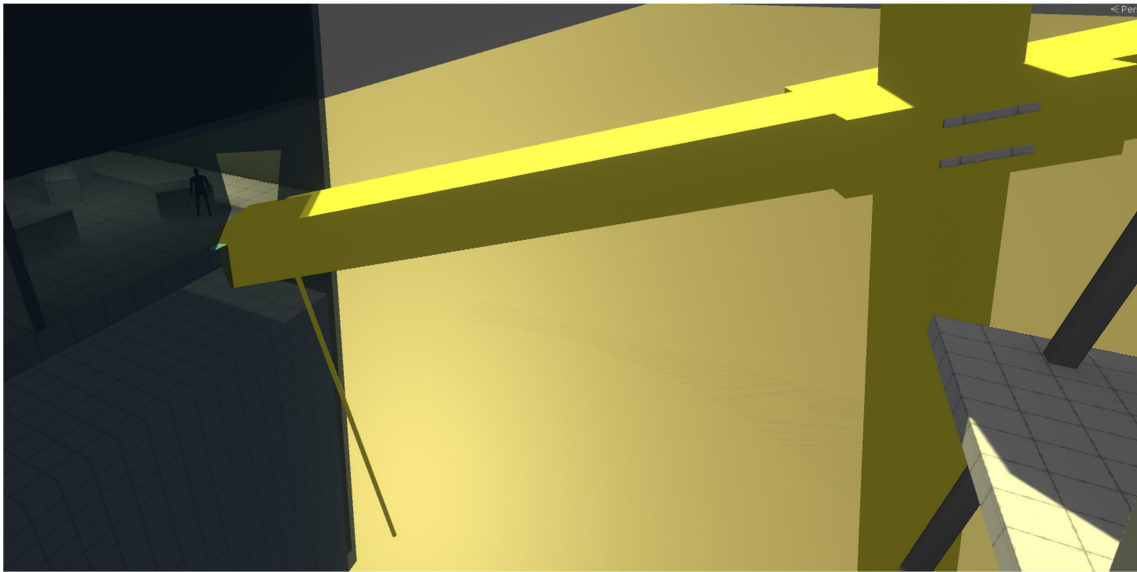
They continue climbing and see the buildings at the background being destroyed by warfare and talk about how they should think about stopping this military group's plans, instead of just stealing the artifact from them.



Traversal gameplay

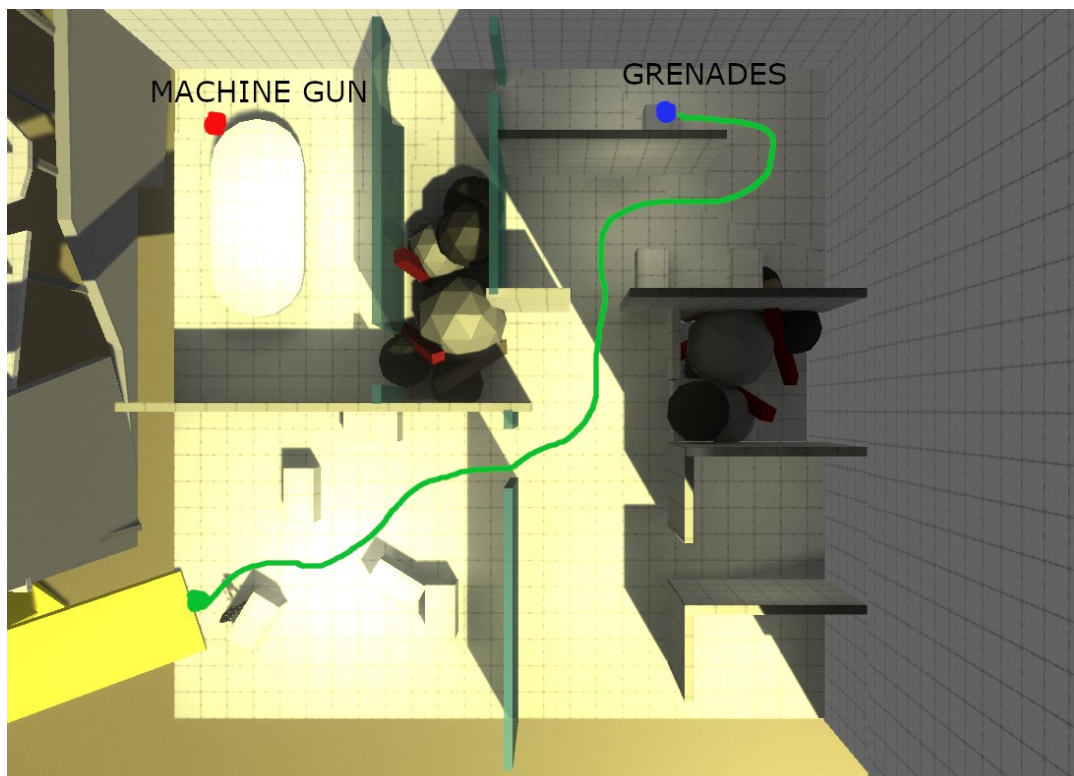
Then you walk towards a set of boxes and a ladder that will help you get to the crane to then jump onto the floor above the office, but nothing ever goes to plan. When the player and his buddy get to the top of the crane it starts to shake and it eventually collapses, making them slide down right into the office where the artifact is at.





Combat gameplay

Inside the office at that floor, all the mercenaries from the military group are surprised by your sudden arrival through the window and a combat breaks out (you also see the boss leaving with the artifact yelling “I want him dead!”). After fighting a few mercenaries inside the office, you find a long corridor with a guy at the other end pointing a machine gun at you, so you can’t get out. You see a box with grenades so you use them to kill him without peeking, but the building is in ruins and there are explosives around, so the floor breaks below you.



Escape gameplay

Then the whole building collapses and tilts towards the construction site you were at before, so you jump onto it at the right time and reunite with your buddy who was.

Everything is going down so you have to run away. You see a possible way down but it suddenly gets blocked by falling debris, then some other debris falls as well, leaving an open path, which you take. You run and climb down some boxes, when the whole floor starts falling right behind you as you run with the camera looking backwards. You get to an area where the floor suddenly collapses and creates a ramp that makes you fall down to ground height where you run away to safety.

