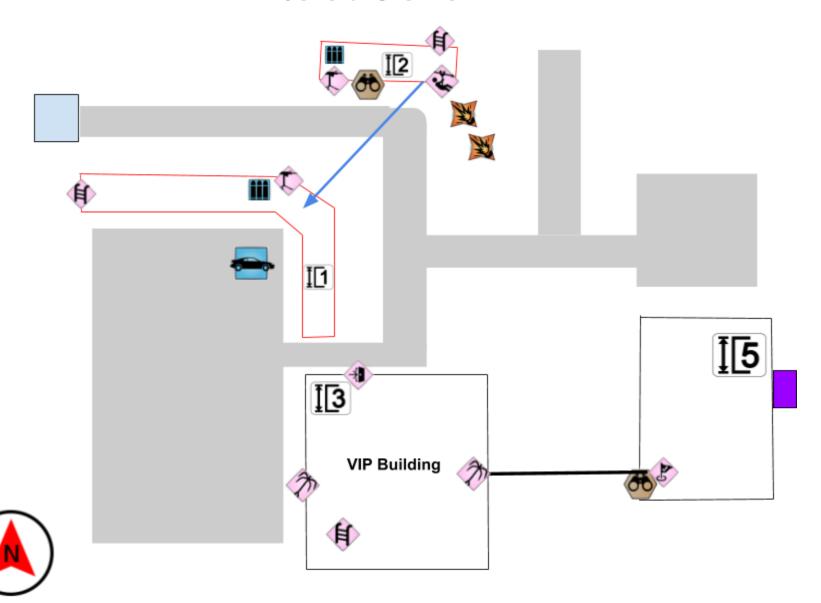
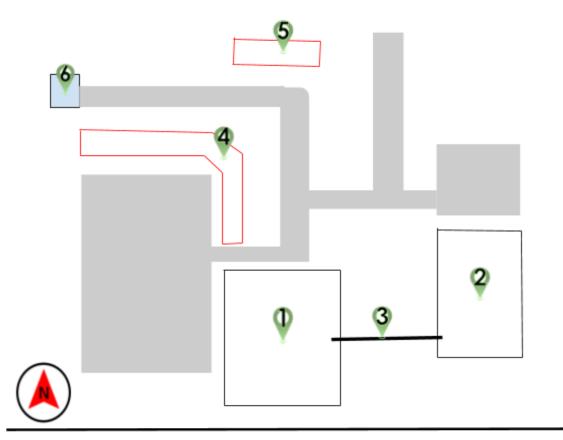
General Overview











2 Building Under Construction





Construction Crane





Abandoned Strip Mall

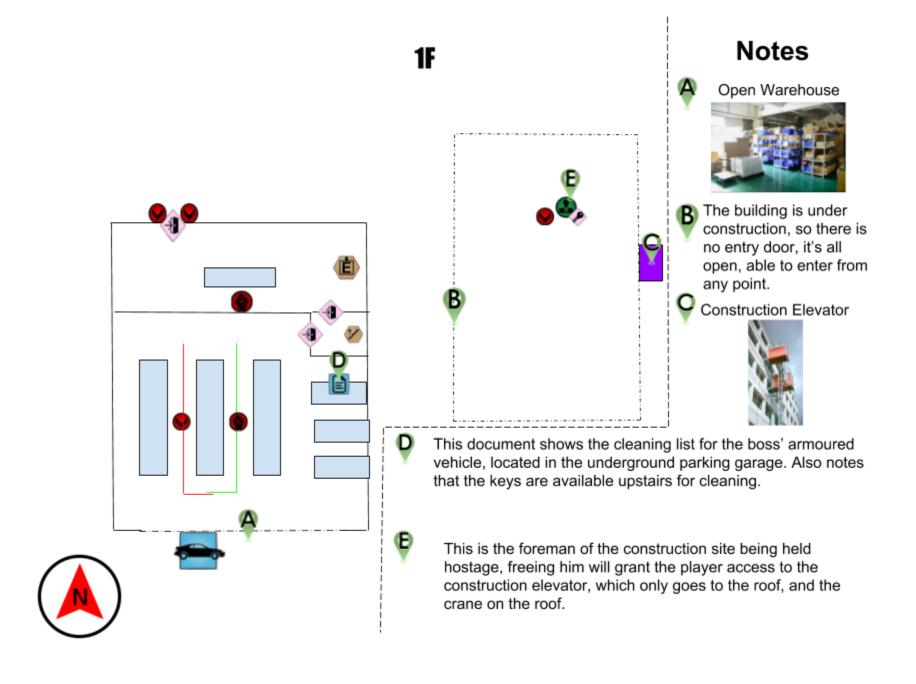


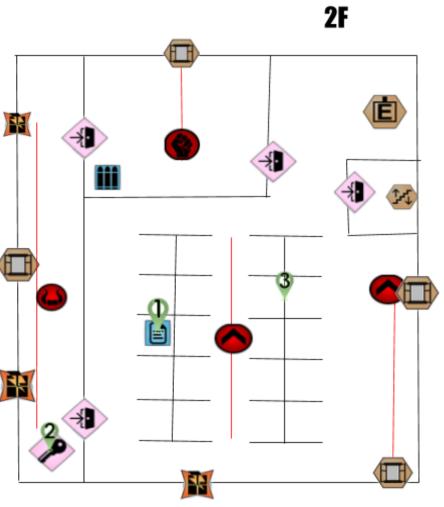










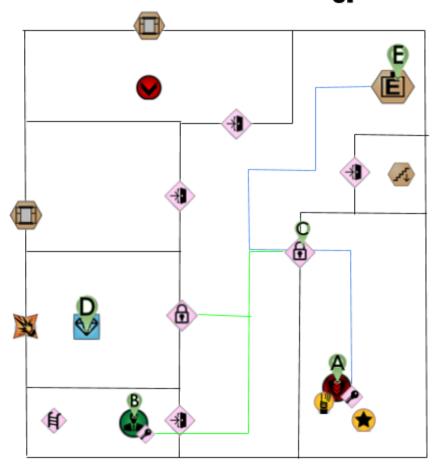


Notes

- This is a document containing the access code for the room with the VIP upstairs.
- This is a key for the armoured vehicle in the parking garage.
- 3 These lines represent cubicles.





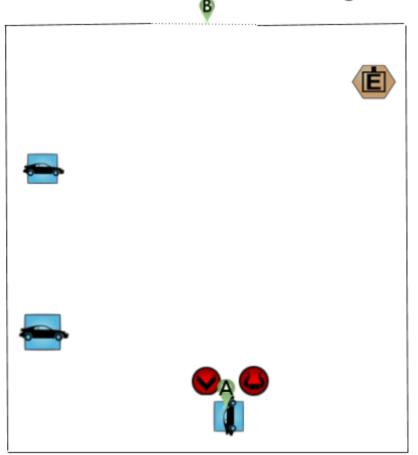




Notes

- The boss is interrogating the VIP in this room. If stealth has been maintained, then he will have his back faced towards the door, making him open for a stealth kill. If the enemies have been alerted, then he will be behind the VIP, meaning you must be careful not to shoot the VIP. He also holds the keycard for the elevator.
- This is the custodian from the building who has been hiding in the janitors closet since the enemy faction arrived. Interacting with him will give you the key to the room with the VIP and the boss' office
- This is the locked door that can be accessed by the code on the second floor or the key from the custodian.
- This is the boss' premium fountain pen on top of a desk.
- Activating the elevator will allow the player to go to any floor, including the parking garage.

Underground



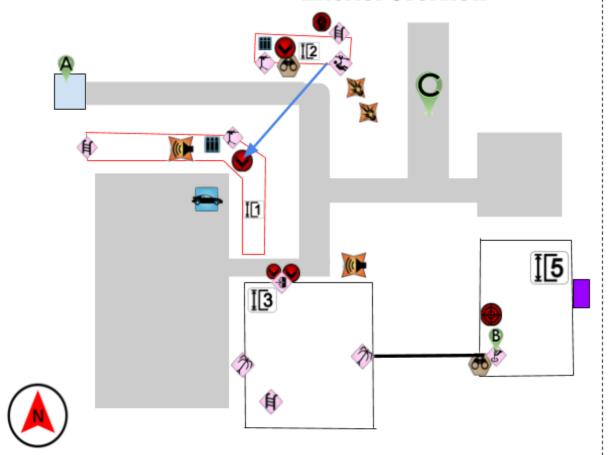
Notes

- This is the armoured vehicle. Both guards are complaining as they wash the car. A key is required to enter the car, and the key is on 2F.
- B This is a closed entrance, the only way through is to smash through it.





Exterior Overview



Notes

- This is the goal. The player must get through the tunnel with the VIP, by any means (Car, Foot, etc.
- This is the crane that can be operated using the key obtained from the foreman on the ground floor.

 Activating it will move the crane from a vertical position to the horizontal position shown. This will allow the player to climb onto the crane and lower themselves onto the roof below using the grappling hook.
- Reinforcements will arrive via this road.



Reinforcement Overview