



Level Walkthrough

Realm 4-Z

Mecha-Red

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## REALM 4 Z - MECHA-RED'S LAIR

Spyro must destroy all the Dark Gems within the Realm before he can enter the Boss area.

Red's secret lair is set in a remote section of the Professor's new laboratory at the center of the planet.

It is accessed via a link from Realm 4E.

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### Notes on Mecha-Red's 'Hit' mechanics

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- Mecha-Red is totally invulnerable to Spyro's attacks.
- With his thick armour, he is also invulnerable to any missile or explosive attacks.

Red will be vulnerable at certain points within his play cycle and then would need to be hit by a specific weapon.

This vulnerable stage is when the Professor attempting to repair the shrink ray at various points during gameplay and testing it out.

This would involve Mecha-Red getting zapped by the ray, but instead of shrinking him it will temporarily remove his armour, leaving him vulnerable to a powerful attack.

This would involve the controlled release of the effective weapon so we can dictate the opportunities the player has to actually hit Mecha-Red.

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### Visual Elements / Features

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- Electronics: Various machinery and technology
- TV Monitors
- Giant Laser / Shrinking machine in the center of the arena
- Viewing window
- Mechanical Doors (leading out of arena - initially locked)
- Portals in the floor (X 8)

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### Objects / Interactive Elements

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- Horn-dive Switch.
- Electric Node Switch.
- Box of Explosives & Rocket

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## Traps / Hazards and Effects

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- Falling Debris
  - Monitor
  - Consoles
  - Light Fittings
  - Broken Girders
- Homing (bouncing) Mines.
  - Explosion for mine detonation.
- Homing Missile and jet-stream
  - Smoke (particle system)
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## Mecha-Red's Animation List

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- Idle
- Spinning Attack - rotates on the spot accelerating up to blurring speed (Tail outstretched).
- Fires laser beams from his eyes (leaning low and forward).
- Stomp - Creates Debris (Monitors and machinery fall from the ceiling)
- Jet Booster - Creates radiating flame blast (Thrusts into air a bit)
- Spitting Mines (out of mouth)

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## Normal Red's Animation List

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- Electrocute - Reaction (for normal 'fleshy' Red)
- Hit by the Lasers - Reaction (for normal 'fleshy' Red)
- Vulnerable (Normal Red anims - we may already have).
- Death (for normal 'fleshy' Red)

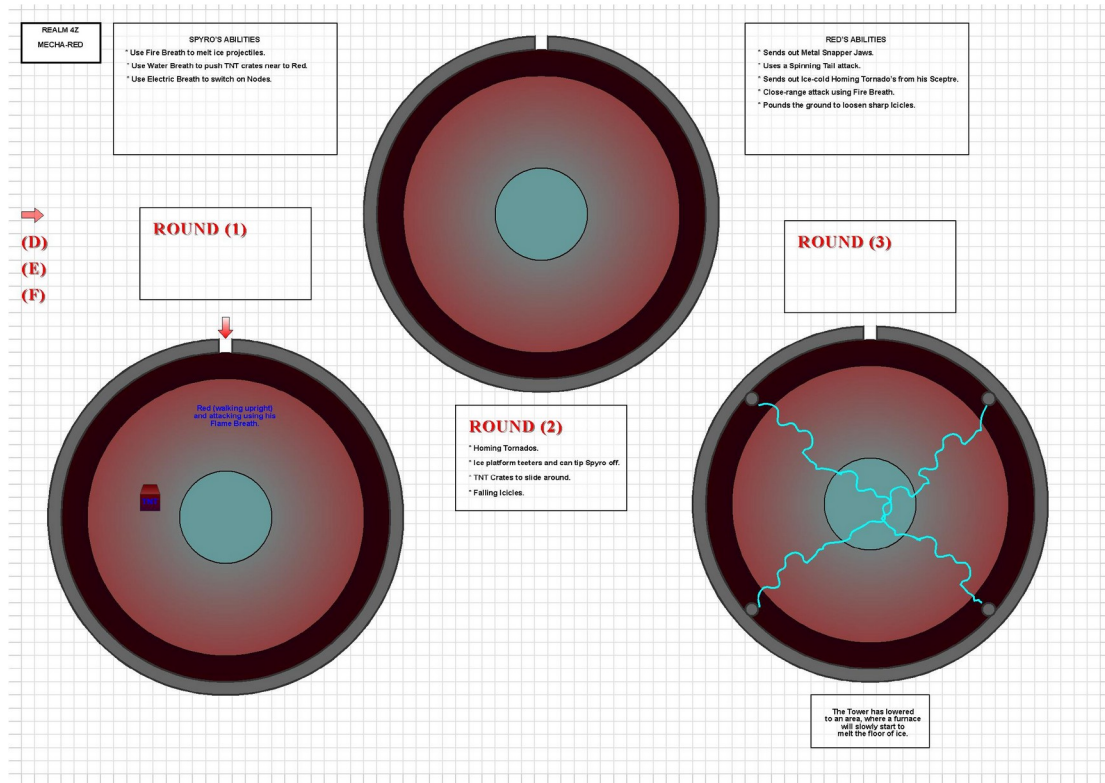
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## Collectables

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- Fodder - (Triggered in the arena if it is determined the player is having difficulty).

## THE LEVEL



### SPYRO'S ABILITIES

- Use Electric Breath to activate Electric Nodes
- Use Horn-dive to activate Horn-dive Switches
- Use Fire Breath to ignite Rockets.

### RED'S ABILITIES

- Close-range attack by spinning really fast on the turntable with his tail extended.
- Stomp the ground to loosen machinery / debris.
- Jet Booster Backfire - Creates a radiating blast of flame that spreads across the arena.
- Spitting Mines out of his mouth.
- Fires Laser-beams from his eyes that track Spyro or move in a pattern.
- Fires Missiles from his shoulder mounted cannons.
- Sends up Laser-firing Robots from the holes in the ground.

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## BOSS FIGHT SEQUENCE

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- Spyro enters the level via a link tunnel from 4E the Professors Lab and after the cut-scene, the fight with Mecha-Red starts in the middle of the test room.
- Spyro must fight Mecha-Red in a 3 part fight.
  - Mecha-Red uses a variety of attacks with an additional attack being added to his arsenal for the next round.
  - Mecha-Red can only be hit while he is momentarily returned to his normal 'fleshy' state while the Prof is testing the Ray-gun.
- Once Spyro removes a 3<sup>rd</sup> of Red's health, the round is over and Red instantly becomes Mech-Red again ready for the next (harder) stage.
  - Divide a 3<sup>rd</sup> of Red's energy bar by the amount of maximum potential hits.
- Depending on the level of difficulty, Fodder can be introduced into the level at specific intervals.
- After Round 3 ends (i.e. Red loses all of his health) the Boss encounter is over.
- Final 'Defeat' cut-scene then game ending - roll Credits.

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## WAVE 1

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Mecha-Red uses the following attacks in the first wave.

- Uses a Spinning Tail Attack when Spyro is close.
- 1) Spit out homing Mines.
- 2) Stomp (shockwave) then debris.
- 3) Try out new toy: Lasers from his eyes (moving in a pattern).
- Professor tests the Ray, turning Mecha-Red vulnerable (Shrink to 50% and part armoured part fleshy).
- Rockets come up from the holes and Spyro can light as many as possible (using Flame Breath) to fire them at Red. (**Easy**)
- Ray fails and Red turns back to Mecha-Red.

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## WAVE 2

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In this round, Mecha-Red will use the following pattern:

- Uses a Spinning Tail Attack when Spyro is close.
- 1) Spit out homing Mines.
- 2) Stomp (shockwave) then debris.
- 3) Try out new toy: Turn on Jet Thrusters and pivot to face Spyro sending blast directly at him.
- Professor tests the Ray, turning Mecha-Red vulnerable (Shrink to 50% and part armoured part fleshy).
- Electric Nodes are released and Spyro must activate them all (using Electric Breath) to send a combined electric 'discharge' blast at Red. Nothing attacks Spyro at this time (**Medium**)
- Ray fails and Red turns back to Mecha-Red.

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### WAVE 3

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During this wave Mecha-Red will use the following pattern:

- Uses a Spinning Tail Attack when Spyro is close.
- 1) Spit out homing Mines.
- 2) Stomp (shockwave) then debris.
- 3) Try out new toy: Try out new toy: Fires Missiles/Shells from his shoulder mounted Mortars.
- Professor tests the Ray, turning Mecha-Red vulnerable (Shrink to 50% and part armoured part fleshy).
- Robo-Gnorcs come up out of the holes firing at Spyro while he must find the (randomly placed) Horn-dive switch and turn them against Red. (**Hard**)
- Red collapses into a smouldering heap and is defeated.