

Level Design & Barks

The level continues from the previous, in which the player stole a ring from the manor. Lisander climbs up to perch on the windowsill, pausing at the sound of dogs. He turns his head to the side, and the camera shows the view from the window: a long stretch of grass that ends in a manicured forest. The goal of the level is to sneak out of the manor grounds without being caught. More enemies show up at part 3.

Lisander Dust Voice Test

I hear the dogs before I see them. Too much time looking for the ring meant that someone had noticed something was amiss and figured there was a good chance that the thief is still on the property.

No points for that guess. Their grounds were ridiculous. It took me ages just to get up to the main building. Getting into it was easy, but I had a funny feeling that making my escape was going to be a bit more difficult. Directly ahead of me is a long lawn smattered with the occasional tree that'd take me no more than fifteen seconds to sprint to the cover of the trees... But I'd be winded afterwards, and it's still a long way to the fence. Beyond that, though, the family has a forest on the property that I'd had to navigate through earlier. If I can get there, I can probably keep the dogs confused long enough to get to the river, and then I'll be home free. But if they catch me before then, I'll be stuck up a tree until the guards come to take me away.

At least the dogs are noisy. Noise, I can track easy. As I slip soundlessly from the windowsill, I glance towards the sound of their barking, but in the dim light of the moon, I can't make out any movement. I'm safe for now, but it won't last.

Level Design

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Barks

Level Start: "Dogs. Someone figured out I'm here. If I can get to the river I'm home free, but I'm in trouble if they catch me. Sprinting'll make too much noise; I have to be even quieter than usual." Lisander steps down from the windowsill and the level begins.

Part 1 (The Field) Midway Point

Undetected: "So far so good. They have no idea I'm here."

Detected, Low Danger: "Good dogs. It's nicer over there, isn't it?"

Detected, Medium Danger: "I have to be more careful."

Detected, High Danger: "Gahh. I do *not* want to be dog food tonight."

Part 1 Complete

Undetected: "Did they get the discount guard dogs, or am I just this good?"

Detected, Low Danger: "Nice. Time to disappear into the woods."

Detected, Medium Danger: "This shouldn't be too hard. Now I head to the river."

Detected, High Danger: "Damn. If I get chased up a tree, I'm a goner. I've got to move."

Part 2 (The Forest) Start: "The trees are thicker here. They won't be able to spot me as well, but I can hardly put my foot down without stepping on twigs. I have to tread carefully and make it to the river. Then they'll lose my scent."

Midway Point

Undetected: "This is a nice garden, minus the dogs. Wherever they are."

Detected, Low Danger: "These trees are great cover. So far, so good."

Detected, Medium Danger: "They're too close. I have to be more careful."

Detected, High Danger: "How good're their ears? Thought I was quieter than this."

Part 2 Complete:

Undetected: "Easy. Even if they follow my scent, they'll never find me now."

Detected, Low Danger: "Sorry guys, my trail ends here."

Detected, Medium Danger: "Close one, but now I disappear."

Detected, High Danger: "No time to think. Into the river!"

Part 3 (The River) Start: The river is ahead, but there are guards with flashlights visible on the other side. Stepping in the water will cause the dogs to lose Lisander's scent, but it will alert nearby guards. To complete the level, the player must use both sides plus the river wisely.

"Dogs on one side, guards on the other. This isn't the first tightrope I've ever walked, but it's definitely the wettest. I've got to play both sides to make it out."

Part 3 Midpoint

Undetected: "That's it. Easy does it. Almost there and they have no clue."

Detected, Low Danger: "Just a bit farther. Can't mess up now."

Detected, Medium Danger: "Too close for comfort. I have to be careful."

Detected, High Danger: "This is gonna get ugly. I have to use the river better."

Level Completion

Undetected: "Easy. I'm gone."

Low Detection: "They'll be looking for me all night. See ya!"

Medium Detection: "That was messy, but I'm out of here."

High Detection: "Way too close. I'd better stick to the shadows on the way home."