



Figure 1: Alcatraz escaping Hargreave Rasch Biomedical concept art

Level Design Document: Enemy of My Enemy

Crysis 2 – Jason Leary

Version 1.0

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Level Abstract

Quick Summary

“Enemy of My Enemy” is a single player level for Crytek’s *Crysis 2* that offers intense, cover based combat in office and laboratory settings and provides players the opportunity to unleash the Ceph to help combat their C.E.L.L. enemies. As the level begins, Alcatraz infiltrates Hargreave Rasch Biomedical with the intention of freeing the Ceph in order to prevent Hargreave Rasch from creating their own alien army through mind control experiments. Cornered, with few options, Alcatraz unleashes the alien prisoners on their captors, putting an end to Hargreave’s plans and leveraging the resulting chaos to cover his escape.

Hook(s)

- Intense cover-based combat
- Free imprisoned Ceph to assist Alcatraz’s escape
- Interesting combat with a mix of enemy types

Gameplay Highlights

- Unleash the alien Ceph to help destroy your mutual enemies, the C.E.L.L.
- Fast, tense close to medium range combat with dangerous and agile enemies
- A variety of different combat and lighting through the same spaces

Setting Summary

Theme	Trapped
Mood	Desperation
Setting	Hargreave Rasch Biomedical Labs
Time of Day	Day
Season	Summer
Weather	Clear

Mission Difficulty

Position	Difficulty	Reasons
Beginning	3	Alcatraz faces several, weak human enemies who can be easily dispatched using standard cover and combat tactics.
Middle	5	Cornered in the Hargreave Rasch Biomedical labs, Alcatraz frees the Ceph and must contend with both enemy types as he fights his way out of the building.
End	8	Players battle three waves of enemies, both alien and ceph in the security lobby before escaping the building.

Scale: 1-10 (1 is Easiest and 10 is Hardest)

Mission Metrics

Play Time	8 minutes
Critical Path	243 meters
Physical Area	65 meters long by 32 meters wide

Characters

Character	Description
Alcatraz/Prophet	Alcatraz is the main protagonist of Crysis 2. Injured and near death after an alien strike, he was rescued by Prophet. Dying from an infection, Prophet took his own life so that Alcatraz could inherit his nanosuit and finish what Prophet started. Gifted with new, enhanced abilities, Alcatraz returns to the fight, ready to combat the aliens on their own terms.
C.E.L.L. Assault Operative	C.E.L.L. Assault operatives are low ranking, human private military ground forces. They entered New York city to contain the outbreak of a deadly alien virus, but they also have orders to kill Alcatraz/Prophet on sight.
Ceph Stalker	Ceph Stalkers are the standard foot soldiers in the alien army. Like the C.E.L.L. Assault Operatives, they use typical cover and fire tactics; however, their agility makes them especially deadly foes.
Ceph Commander	Larger than the Ceph Stalker, Ceph Commanders are the officers in the alien army. These elite troops often lead teams of lower ranking Ceph. Unlike their alien counterparts, these Ceph have a protective energy shield, which attackers must first punch through in order to eliminate the Commander.

Visual Themes

Theme	Description
Hargreave Rasch Security Checkpoint	The security checkpoint is where the C.E.L.L. operatives screen employees before they permit them to proceed to the labs. Observation rooms allow security to observe the security lobby and maintain order. The checkpoint is an important part of the well-cultivated image designed to hide the insidious truth of what really happens behind the curtain at Hargreave Rasch.
Hargreave Rasch Labs	Unlike the lobby and checkpoint areas, the labs are very utilitarian. They exist to fulfill one purpose and one purpose alone – the research and integration of alien technology. However, that is not to give the impression that the designers cut corners. That is not the case. The lab techs have filled the space with expensive, state of the art equipment. It is clear that while they may lack the shallow frills of the other areas, Hargreave has spared no expense in the functionality of the labs.

Key Theme References

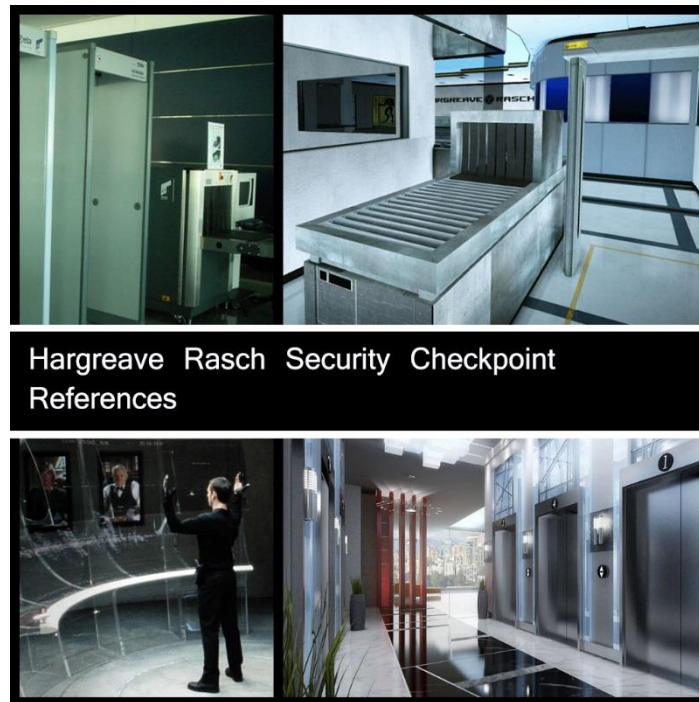
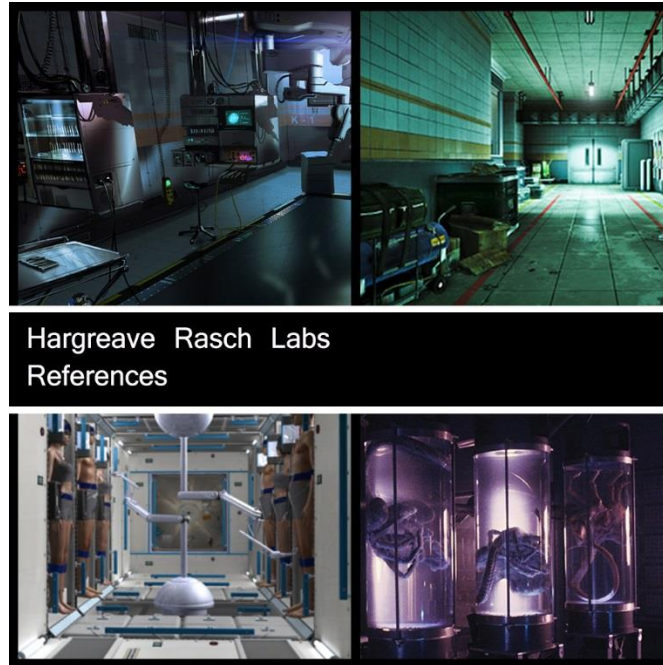


Figure 2: Hargreave Rasch Security Checkpoint

- Hargreave Rasch Checkpoint Reference
 - Top Left – An example of the metal detectors and x-ray machines at the security checkpoint
 - Top Right – The security office at the left hand side of the frame looks out into the checkpoint area and into the security lobby
 - Lower Left – The sleek high-tech glass, metal, and stone look of the Hargreave Rasch Security Checkpoints
 - Lower Right – An example of the well-lit ambiance of the security checkpoint; The localized light sources provided by the high-tech wall fixtures



Hargreave Rasch Labs
References

Figure 3: Hargreave Rasch Labs

- Hargreave Rasch Labs Reference
 - Top Left – High tech lab equipment and the darker lighting of the scene
 - Top Right – Clutter for the lab hallways
 - Lower Left – Corridor with Cryo-stasis tubs along the sides
 - Lower Right – Lighting and environmental effects (smoke) for the Cryo-stasis tubes

Level Summary

Campaign

Context

The “Enemy of My Enemy” mission takes place in the middle and replaces some of main campaign mission, “Corporate Collapse” in Crysis 2.

Backstory

When Alcatraz hacks into the Hargreave Rasch Biomedical servers during the “Corporate Collapse” level in Crysis 2, he discovers that the company has been performing experiments in merging Ceph DNA with human DNA using nanosuit technology in an attempt to control and create their own army of Ceph. Alcatraz decides to infiltrate the labs and free the Ceph in order to keep the company from raising their own army.

He takes the elevator down to the security checkpoint guarding the labs and begins his assault to break into the labs and free the Ceph.

Aftermath

After freeing the Ceph and destroying the Devastator Unity, Alcatraz is free to proceed to the start of “Train to Catch”, the next mission in the Crysis 2 campaign.

Objective(s)

- Stop Hargreave Rasch from completing their mind control experiments by freeing the Ceph prisoners from Cyro-sleep.
 - Open the security doors
 - Gain access to the labs
 - Obtain the codes to free the Ceph
 - Free the sleeping Ceph
 - Escape the labs
 - Escape the Security Checkpoint
 - Download the files
 - Defeat the enemies
 - Retrieve the data

Overview Map

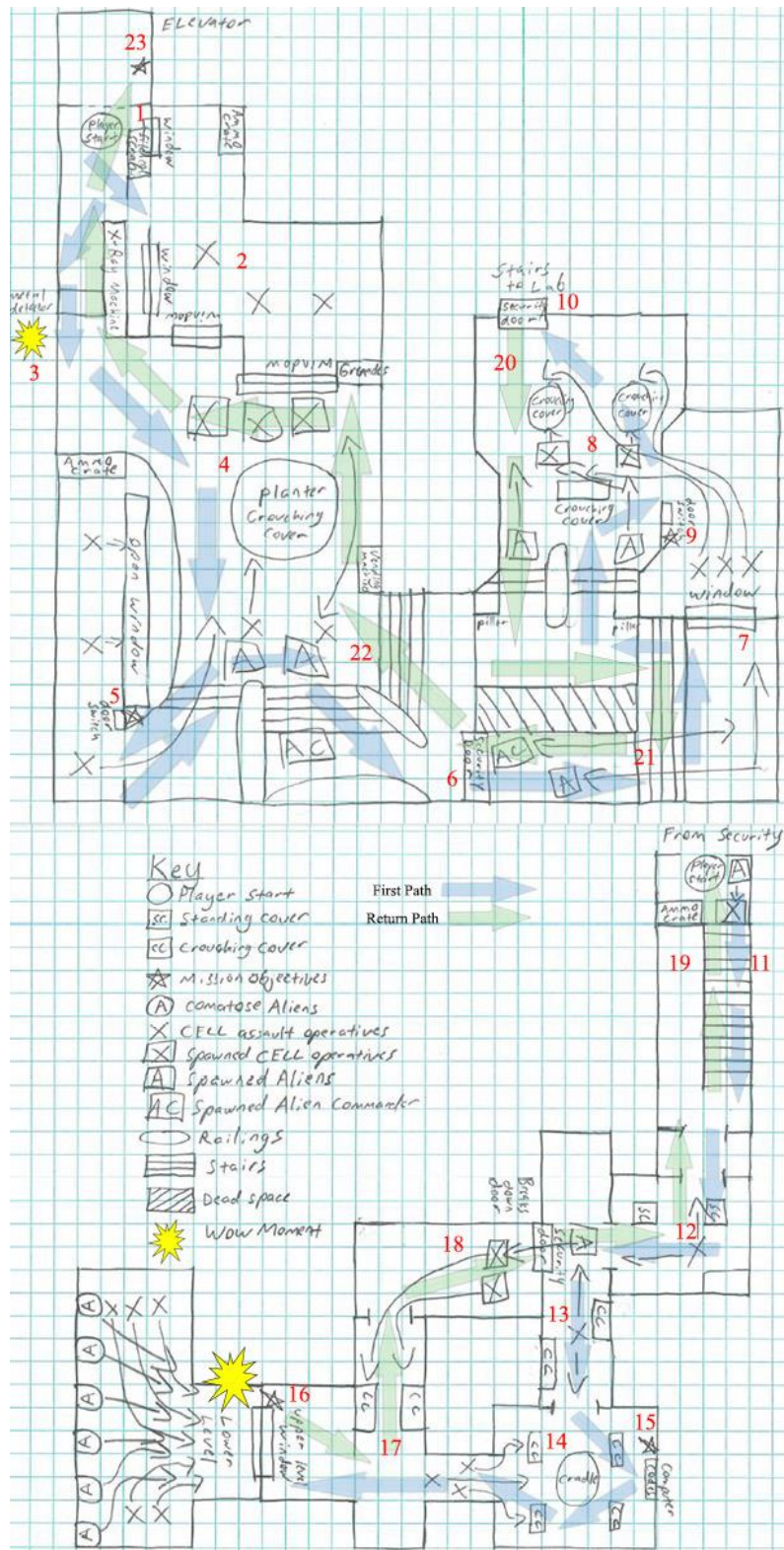


Figure 4: Overview Map – 1 Grid Square = 1 Meter

Level Flow

Flow Summary

1. Alcatraz begins at the elevator leading to the security checkpoint. To his left, he sees a silenced SCARAB and picks it up. He then carefully makes his way into the security office.
2. In the security office, Alcatraz sees three C.E.L.L. operatives keeping a watchful eye on the lobby. Using the silenced weapon, Alcatraz quickly eliminates all three enemies.
3. Alcatraz returns to the corridor and proceeds through the metal detector setting off the security alarms. (WOW MOMENT)
4. As Alcatraz enters the security lobby, he engages the two guards patrolling there as well as a third who runs out from behind the counter to the right of the lobby, behind which, two additional C.E.L.L. operatives take cover and attack him. After an intense battle, Alcatraz eliminates the threat.
5. Alcatraz activates the door switch, opening the security door on the far side of the security lobby.
6. Alcatraz progresses through the security door and makes his way towards the labs.
7. As Alcatraz rounds the corner, three C.E.L.L. operatives spot him through the security window, rush out the door, and prepare to engage the player in the foyer leading to the stairwell.
8. Using the provided cover, Alcatraz makes quick work of the assault troops.
9. Alcatraz then enters the security room and activates the switch, opening the door to the stairs leading down into the lab.
10. Alcatraz leaves the security area and enters the lab area.
11. Alcatraz refills his ammo at the provided ammo crate before heading down the stairs and into the lab.
12. Alcatraz uses the pillars in the room as standing cover and eliminates the guard patrolling there.
13. As Alcatraz leaves the room, he encounters another guard on patrol and quickly executes him.
14. Just as Alcatraz enters the room containing the codes to free the Ceph prisoners, three more C.E.L.L. operatives confront him. Using the cover in the room, Alcatraz slaughters the enemy forces.
15. Alcatraz proceeds to the computer in the room and retrieves the codes to unlock the stasis pods holding the Ceph prisoners.
16. Alcatraz moves across the hall to the room where Hargreave Rasch has lined up the stasis pods containing the Ceph along the back wall of the room. Five C.E.L.L. troops rush into the room and take aim at Alcatraz, their backs to the pods. Alcatraz enters the code and the Ceph wake up, charging forward, and killing the C.E.L.L. soldiers. The lighting darkens as a series of warning lights and alarms warn that the Ceph are out. (WOW MOMENT)
17. Alcatraz leaves the room and enters the hallway as two additional C.E.L.L. troops rush in, taking advantage of the crouching cover. Alcatraz quickly eliminates the two and then proceeds through the door.

18. As Alcatraz enters the room, an alien breaks down the security door, and he faces an alien enemy for the first time in the level. Alcatraz quickly eliminates him.
19. Alcatraz follows the exit signs to the stairwell where he encounters another C.E.L.L. operative at the top of the stairs. However, an alien charges in and kills the troop before he has a chance to react. The alien charges down the stairs towards Alcatraz who guns it down just before it reaches him. Alcatraz proceeds back through the door, returning to the security area.
20. As Alcatraz enters the foyer for the stair well he encounters a battle between the C.E.L.L. and the Ceph. Alcatraz jumps into the fray killing soldiers from both sides. Once he has eliminated all but two enemies, the elevator arrives and a second wave of enemies exits and engages him. After eliminating the majority of the second wave of enemies a third wave of Alien enemies charge in from the security door. After killing all enemies, Alcatraz continues towards the elevator.
21. Alcatraz turns down the hallway and come across a stalker and an alien commander standing over the bodies of dead C.E.L.L. operatives. Alcatraz kills both aliens.
22. Alcatraz enters the security checkpoint lobby and finds himself embroiled in another battle between the aliens and the C.E.L.L. Alcatraz stands by and allows them to fight it out before charging in and eliminating any survivors. With his path clear, Alcatraz continues to the elevators.
23. Alcatraz activates the elevator, which bring up to the surface level and the main lobby of Hargreave Rasch Biomedical.

Level Progression Chart

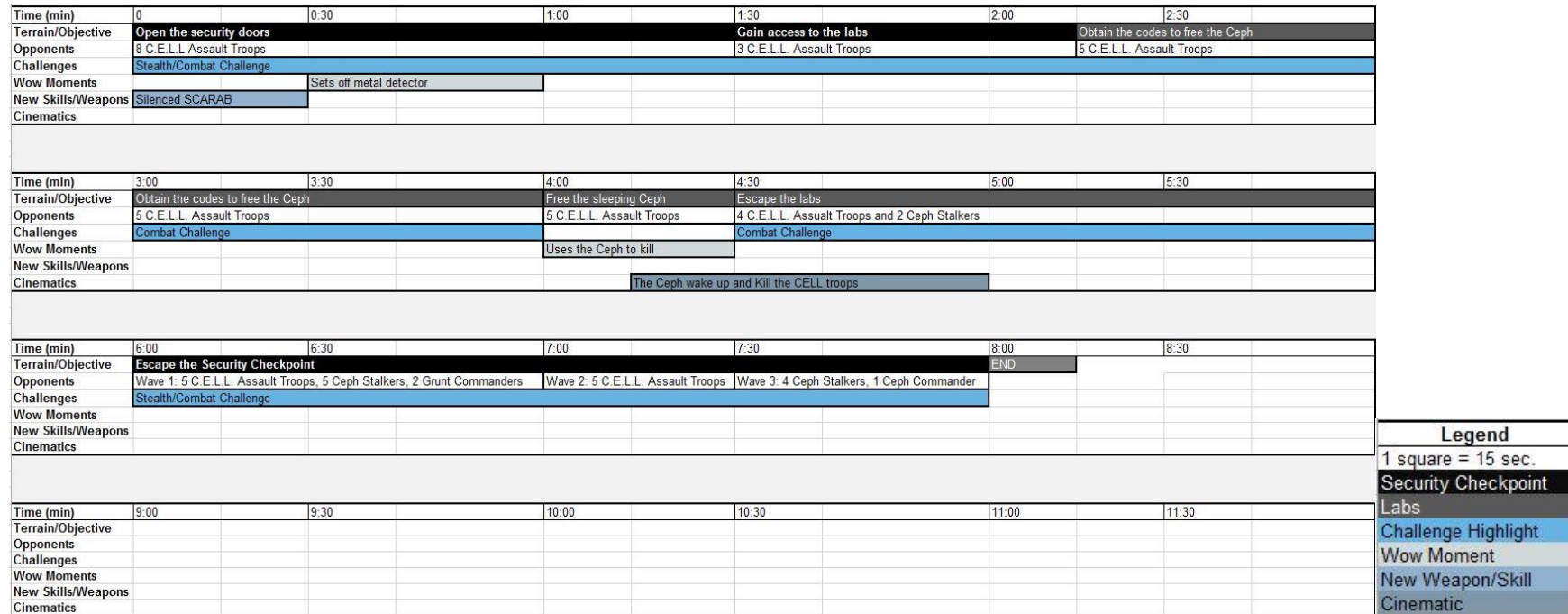


Figure 5: Level Progression Chart

Detailed Design

Level Details

Gameplay Area Breakdown Map

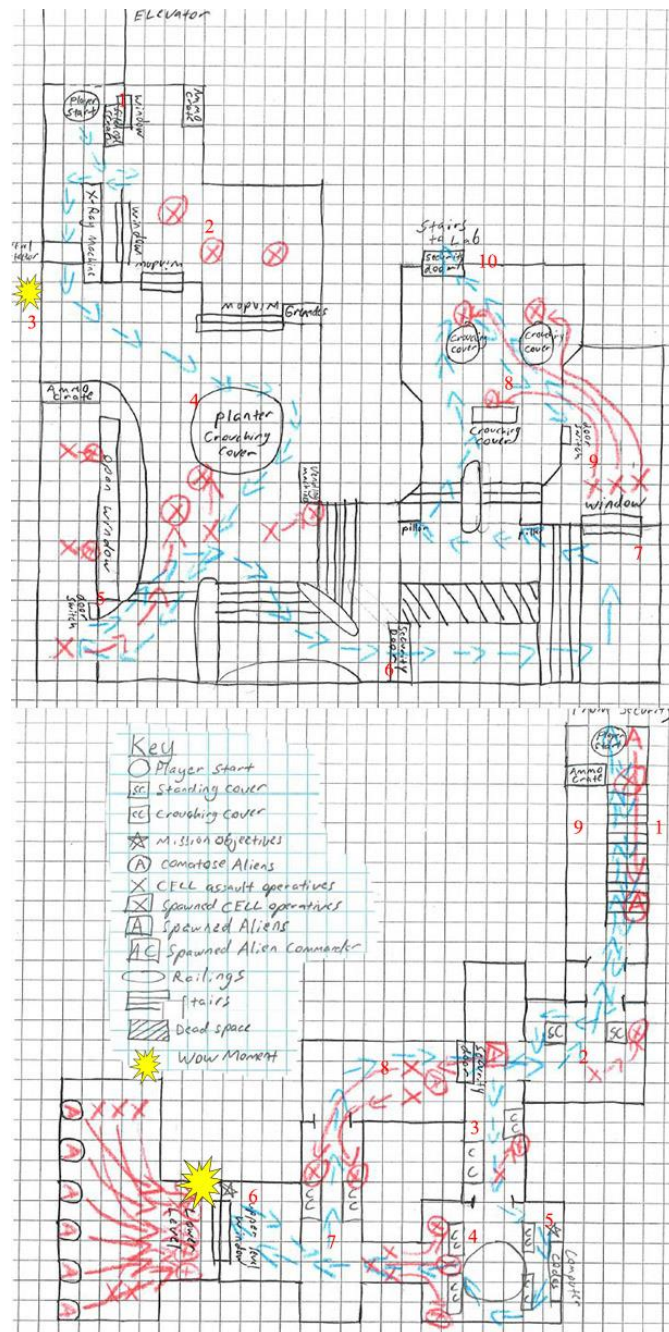


Figure 6: Overview Map - 1 Grid Square = 1 Meter

Detailed Walkthrough

Area 1: Security Checkpoint First Path

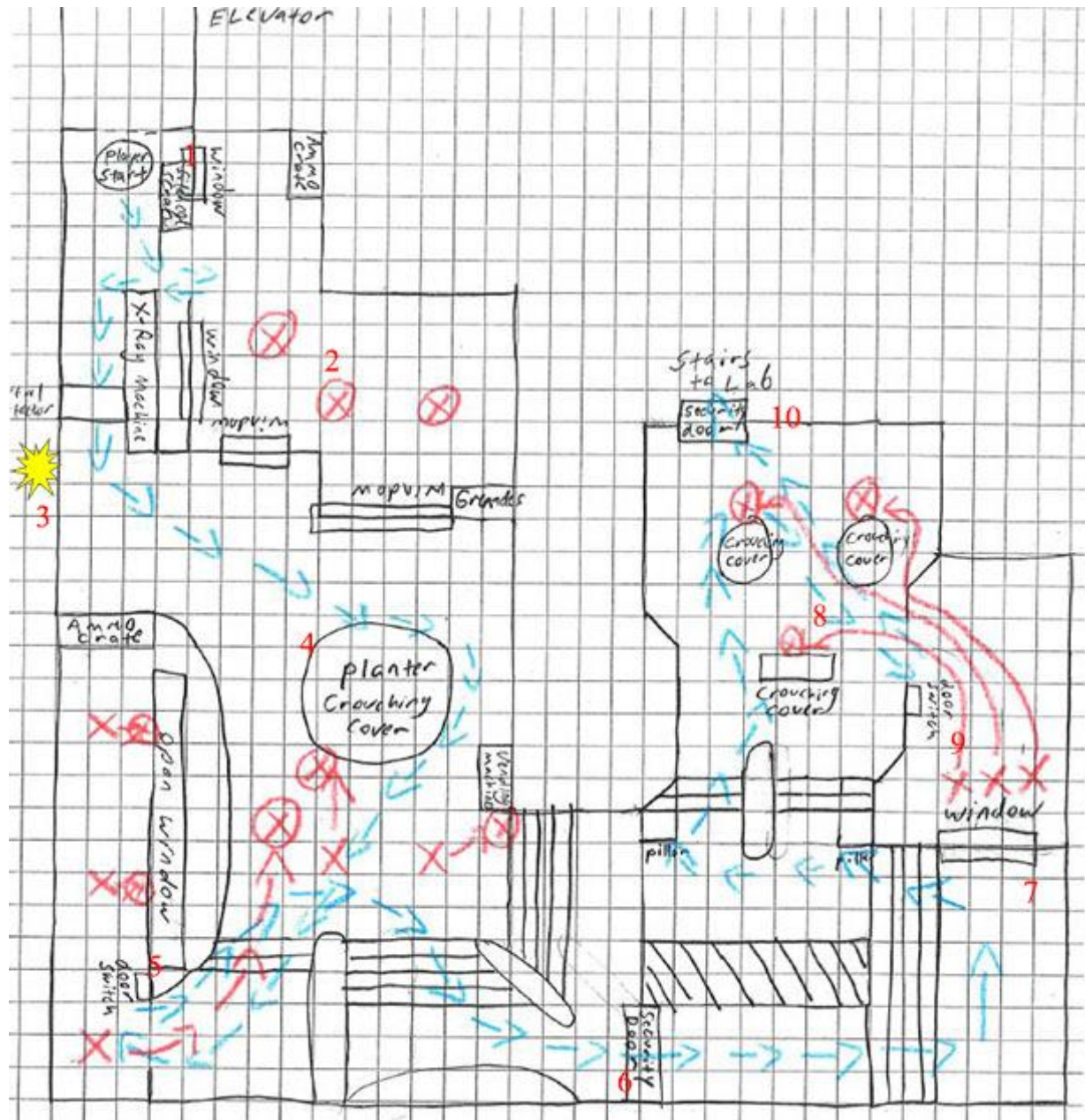


Figure 7: Security Checkpoint Detail Map – 1 Grid Square = 1 Meter

Initial Loadout

Nanosuit Abilities

- Enhanced strength
- Enhanced speed
- Enhanced jump
- Stealth
- Armor
- Thermal Imaging
- Tactical Visor

Weapons

- SCARAB

Gameplay/Story

The walkthrough for this area will focus on a mixture of the stealth and aggressive approaches, in order to illustrate the balanced nature of the gameplay.

1. Alcatraz moves away from the elevator and takes a moment to examine his environment. To his left, he sees a stack of military crates. On top of the crates is a silenced SCARAB. He moves over to it and picks up the weapon. He then hears voices coming from the enclosed security office.
2. Alcatraz silently makes his way to the security office where he sees three C.E.L.L. operatives, all armed with SCARAB assault rifles. Two are standing by the glass looking out into the lobby while a third is closer to the door. Alcatraz takes a moment to line up two of the guards in his sights and he kills both of them with a single burst of gunfire. The remaining guard begins to react, but Alcatraz quickly eliminates him before he can respond.
3. Alcatraz backs out of the security office and proceeds through the metal detector. The sound of a siren fills the air accompanied by flashing lights alerting security personnel to the player's presence. (WOW MOMENT)
4. As Alcatraz enters the security lobby, the two guards stationed there have already taken up defensive positions after hearing the alarms. The first, armed with a reflex feline, is taking crouching cover behind the planter, while the second, armed with a marshal, has taken cover behind the vending machines. Alcatraz darts to take cover behind the other side of the large planter himself as he sees another guard carrying a SCARAB charge into the security lobby from behind the counter to his right. Alcatraz kills that guard before sliding into cover. He then becomes aware of the two other guards, both armed with SCARABs, taking cover behind the counter. Alcatraz slides around the planter, which allows him to get a firing position on the enemy behind the vending machine and to flank the enemy behind the planter. After making quick work of those two enemies, Alcatraz activates his armor ability runs through the door leading behind the counter where he is able to eliminate the two enemies crouched there.
5. With all the enemies eliminated in the security lobby, Alcatraz activates the door switch and opens the security door.
6. Alcatraz progresses through the security door and makes his way towards the labs.

7. As Alcatraz rounds the corner, three C.E.L.L. operatives, two armed with reflex felines and one with a Marshal, spot him through the security window, rush out the door, and prepare to engage the player in the foyer leading to the stairwell. The enemy with the Marshal takes crouching cover behind the rectangular planter at the base of the stairs, while the two other guards take cover behind the circular planters.
8. Alcatraz moves up and takes position behind the pillar, from there he is able to pop out of cover and kill guard with the Marshal as well as the guard behind the circular planter on the left. Alcatraz then quickly moves to the pillar on the other side of the stairs and kills the final guard behind the circular planter on the right.
9. Alcatraz then enters the security room and activates the switch, opening the door to the stairs leading down into the lab.
10. Alcatraz proceeds through the door and into the stairwell.

Text and Dialog

Objective Text

- Primary Objective, "Open the security doors"
- Waypoint leading the player to the door switch to open the security door
- Instructional text telling the player at the door switch, "Press 'F' to open security door"
- Tactical objective markers identifying flanking opportunities
- Primary Objective, "Gain access to the labs"
- Waypoint leading the player to the door switch to open the lab doors
- Instructional text telling the player at the door switch, "Press 'F' to access the labs"
- Primary Objective, "Obtain the codes to free the Ceph"
- Waypoint leading the player to the computer terminal containing to codes need to free the Ceph

Dialog/Script

- "Advance and be recognized!"
- "Contact! It's him!"

Visual References

Theme

Upscale corporate Security Checkpoint for labs at Hargreave Rasch Biomedical

Characters/Vehicles Introduced

Figure 8: Alcatraz in the Nanosuit



Figure 9: C.E.L.L. Assault Operative

Environment References

For the environmental References, see the Security Checkpoint References in the Visual Themes section.

Perspective Shots

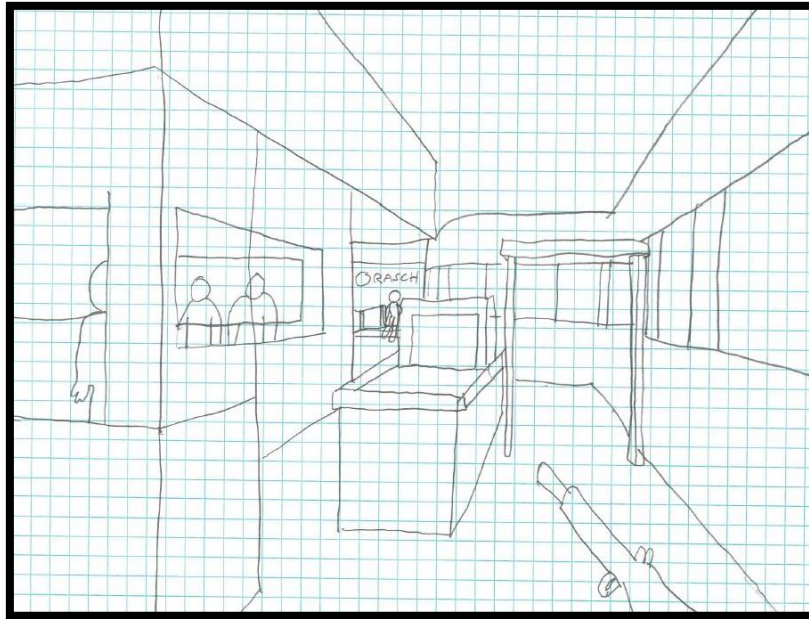


Figure 10: Security Checkpoint Perspective Shot

Area 2: Lab

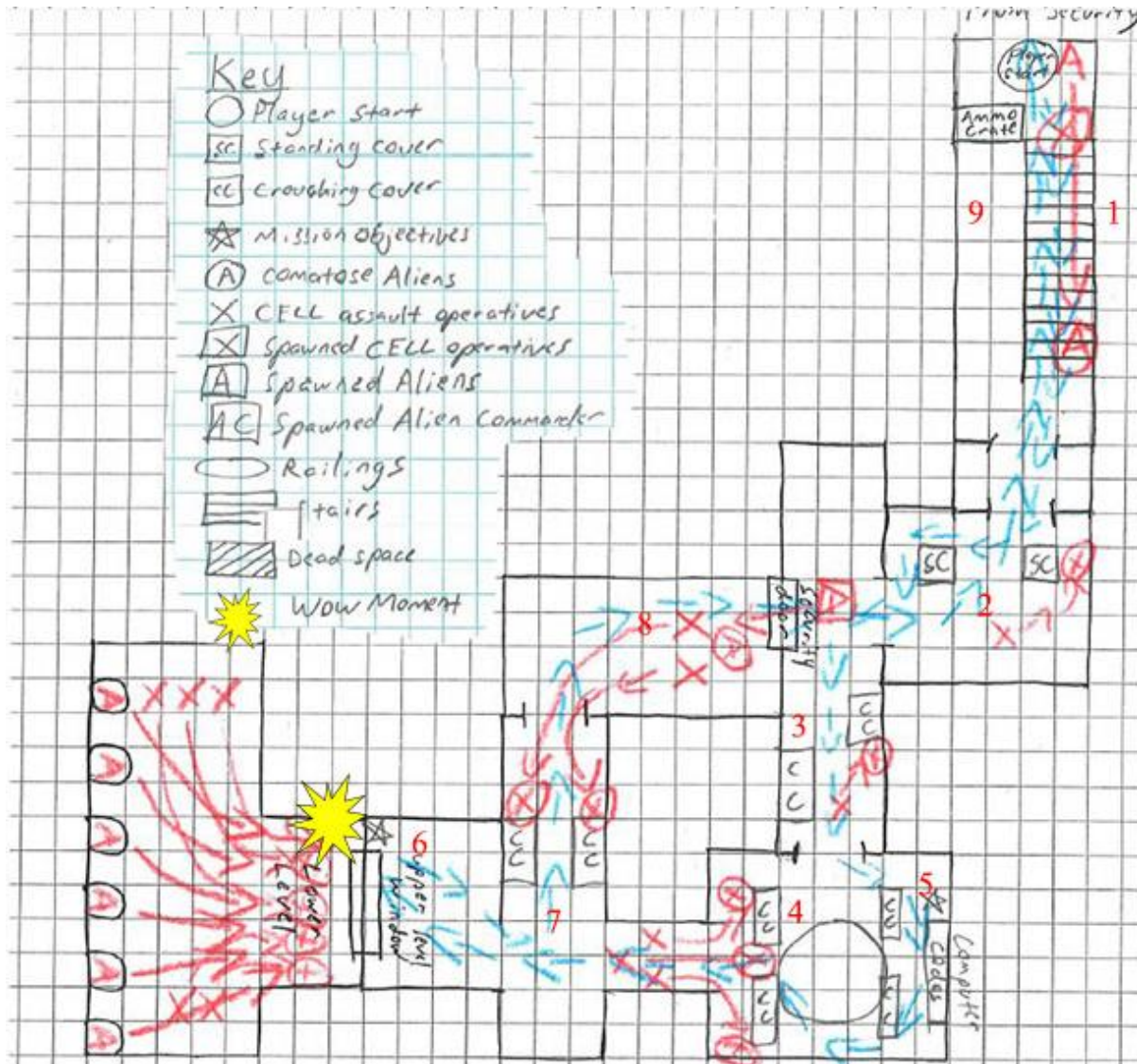


Figure 11: Hargreave Rasch Labs Detail Map – 1 Grid Square = 1 Meter

Gameplay/Story

1. Alcatraz moves into the stairwell and refills his ammo at the crate before proceeding down the stairs and into the lab area.
2. As Alcatraz enters, the room a C.E.L.L. assault operative armed with a reflex feline takes cover behind a pillar and fires at the player. Alcatraz quickly moves behind the other pillar for cover and then eliminates the enemy.

3. Alcatraz leaves the room and sees another guard armed with a Marshal heard the fighting in the other room and has taken crouching cover in the hallway. Alcatraz activates his armor ability, moves forward and quickly kills the guard.
4. Alcatraz enters the next room, which holds the codes to free the Ceph. As he does, three additional C.E.L.L. operatives charge in. Alcatraz quickly shoots the one in the middle, who was carrying a Marshal and takes crouching cover on the other side of the room, in front of the computer terminal. The guards shoot at Alcatraz, one with a Feline, the other with a SCARAB. Using effective cover, Alcatraz is able to kill the remaining two operatives.
5. Alcatraz moves to the computer terminal and retrieves the codes necessary to wake up the Ceph from their stasis tubes.
6. Alcatraz moves to the room across the hall. Just as he enters, five C.E.L.L. troops rush in and point their weapons, at Alcatraz threatening to shoot him through the glass. Alcatraz enters the code on the wall panel and the force fields contain the Ceph are deactivated. Warning lights and alarms go off in the lab. The Ceph wake up and charge forward, killing the C.E.L.L. troops. Unable to reach profit themselves, they turn and rush out of the room and deeper into the base. Gould tells Alcatraz he needs to leave. (WOW MOMENT)
7. Alcatraz runs out of the room and into the hallway where two additional C.E.L.L. troops, each armed with SCARAB, confront him. The soldiers use the available crouching cover, but Alcatraz makes quick work of them.
8. Alcatraz follows the exit signs to the next room where a Ceph Stalker bursts through the door. This is the first alien enemy Alcatraz has encountered in this level. He raises his weapons and kills the alien.
9. Alcatraz follows the exit signs to the stairwell where he encounters another C.E.L.L. operative at the top of the stairs armed with a SCARAB. He raises his weapon, but before he can engage Alcatraz an alien Stalker charges him from behind. The alien kills the soldier and then charges down the stairs towards Alcatraz. Alcatraz kills the Stalker just before the alien reaches him. Having just barely escaped with his life, Alcatraz charges up the stairs, out the door and back into the Security Checkpoint area.

Text and Dialog

Objective Text

- Primary Objective, "Obtain the codes to free the Ceph"
- Waypoint leading the player to the computer terminal containing to codes need to free the Ceph
- Instructional text telling the player at the computer terminal, "Press 'F' to retrieve the codes"
- Primary Objective, "Free the sleeping Ceph"
- Instructional text telling the player at the wall keypad, "Press 'F' to free the Ceph"
- Primary Objective, "Escape the labs"
- Waypoint leading the player to the door back to the Security Checkpoint area

Dialog

- Prisim: BlackOps Soldier 1 "All security personnel, be advised. Subject Prophet is loose in the facility. Shoot to kill authorized."
- "Don't move or we'll shoot!"
- Batterypark: Machine Voice "Warning: Non-specific biological contaminant detected."
- Prisim: Gould "Get out of there Alcatraz!"
- Batterypark: Machine Voice "Attempting System Restart... Pre-Purge Active."
- Batterypark: Machine Voice "Warning, foreign contaminant detected, automatic system shut down commencing."

Visual References

Theme

The high tech labs where Hargreave Rasch Biomedical has been experimenting on Ceph

Characters/Vehicles Introduced



Figure 12: Ceph Grunt/Stalker



Figure 13: Ceph Commander

Environment References

For the environmental References, see the Hargreave Rasch Lab References in the Visual Themes section.

Perspective Shots

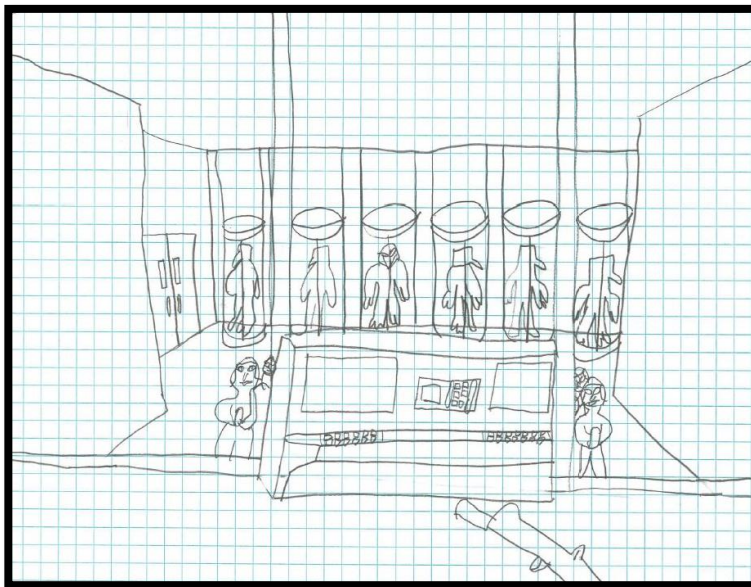


Figure 14: Hargreave Rasch Labs Perspective Shot

Area 3: Security Checkpoint Return Path

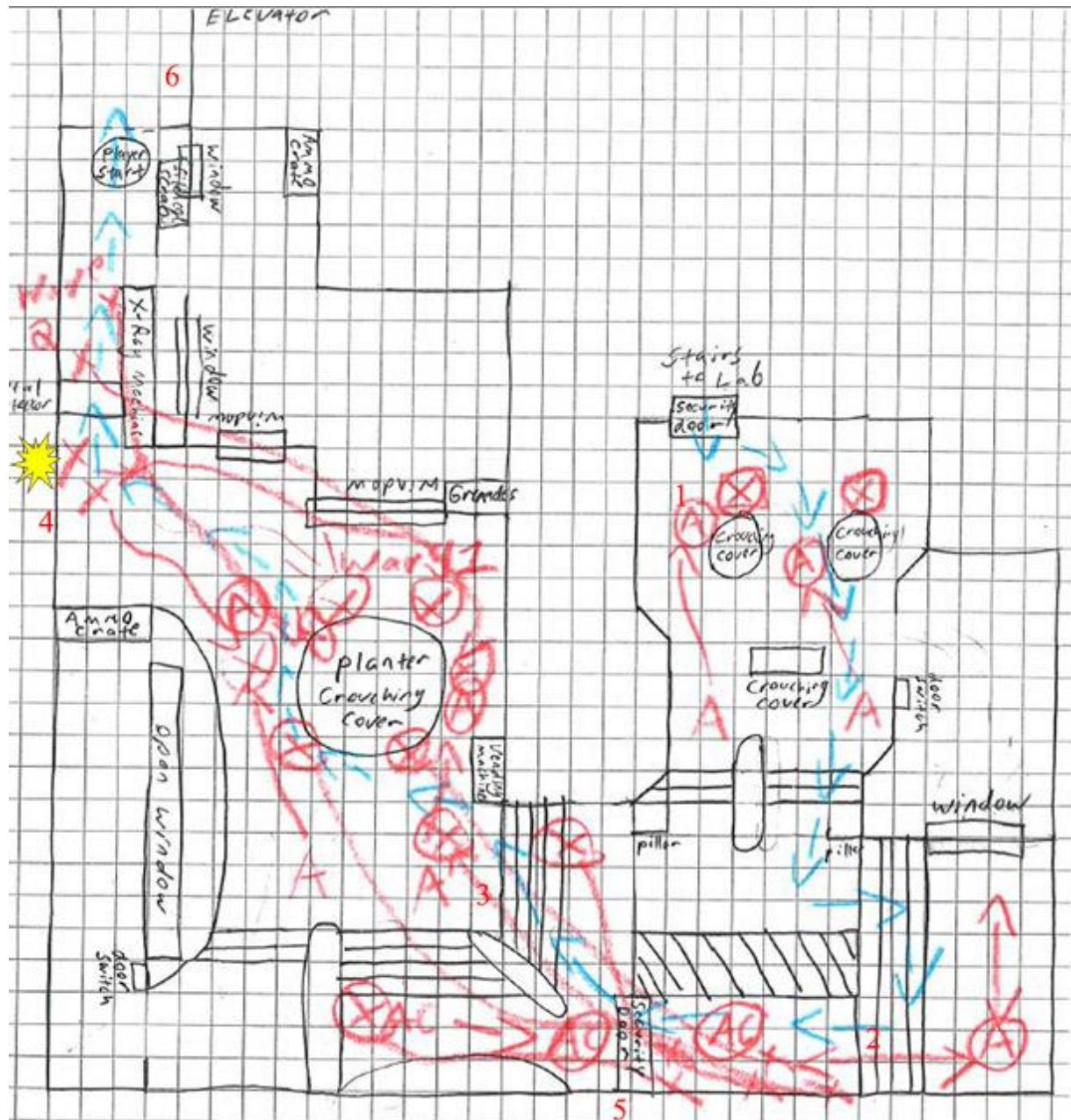


Figure 15: Security Checkpoint Return Trip Detail Map – 1 Grid Square = 1 Meter

Gameplay/Story

1. Alcatraz passes through the security door and finds two C.E.L.L. troops, each armed with SCARABs, engaged in a fight with two Ceph Stalkers. Alcatraz stands back and lets the fight happen. The Stalkers charge forward and kill the C.E.L.L. operatives. The aliens then turn their attention to Alcatraz. Now that the soldiers have whittled away at the alien's health, the player makes quick work of finishing off the two Ceph.

2. Alcatraz continues through the security checkpoint area to the hallway where he finds another Stalker on patrol. Alcatraz kills the stalker, but as he turns the corner, he sees that he has gotten the attention of a Grunt Commander. Alcatraz uses the cover provided by the corner and kills the Commander.
3. Alcatraz then proceeds into the Security Lobby where he witnesses another battle between three C.E.L.L. operatives, two armed with Marshals and one with a reflex Feline, and three of the newly freed Ceph, two Stalkers, and one Commander. These represent the first wave of enemies. Alcatraz activates his armor ability, kills the commander and then continues through the security lobby where he engages the survivors of the battle he has just witnessed. Before he is able to finish them off, the elevator announces the arrival of a second wave of enemies encompassing five C.E.L.L. operatives. Three of the soldiers have SCARABs, and the remaining two have marshals. Just as Alcatraz is about to eliminate the second wave of enemies, a third enters the fray through the security doors leading from the labs downstairs. This third wave encompasses three alien grunts and commanders. Once Alcatraz has eliminated this third wave of enemies, he proceeds to the elevator.
4. Alcatraz enters the elevator and presses the button to go to the lobby.

Text and Dialog

Objective Text

- Primary Objective, "Escape the Security Checkpoint"
- Waypoint leading the player to the elevator switch
- Instructional text telling the player at the elevator switch, "Press 'F' to take the elevator to the lobby"

Dialog

- Prisim: Machine Voice "All Prisim facilities will explosively self-seal in three minutes. Your employee duties are terminated. Please exit via the indicated channels."

Visual References

Theme

War has erupted in the Security Checkpoint area.

Characters/Vehicles Introduced

N/A

Environment References

For the environmental References, see the security checkpoint References in the Visual Themes section.

Perspective Shots

For the security checkpoint perspective shot, please see the section for the first gameplay walkthrough of the security checkpoint.

Critical Asset List

Asset Name	Type	Use	Exists?
objects/level_specific/flood/buildings/aquarium/aquarium_int_a.cgf	Static	Security Checkpoint Area	Yes
objects/level_specific/flood/buildings/aquarium/aquarium_planter.cgf	Static	Circular Planter	Yes
objects/level_specific/prism/buildings/prism_laboratory/prism_lab_exit_e.cgf	Static	Lab Stairs Exit	Yes
objects/level_specific/prism/buildings/prism_laboratory/prism_lab_exit_stairs.cgf	Static	Lab Stairs	Yes
objects/level_specific/prism/buildings/prism_laboratory/prism_laboratory_exit_b.cgf	Static	Lab Hallway	Yes
objects/level_specific/prism/buildings/prism_laboratory/prism_laboratory_oproom.cgf	Static	Lab Computer Code Room	Yes
objects/level_specific/prism/buildings/prism_laboratory/prism_laboratory_exit_a.cgf	Static	Lab Hallway 2	Yes
objects/level_specific/prism/buildings/prism_laboratory/lab_hallway_b.cgf	Static	Ceph Experiment Room	Yes
objects/level_specific/flood/buildings/aquarium/aquarium_int_b.cgf	Static	Hargreave Rasch Lobby	Yes
objects/level_specific/flood/buildings/aquarium/aquarium_desk.cgf	Static	Lobby Reception Desk	Yes
objects/library/architecture/cw2_level_specific/alien_vessel_small/cw2_carparkmod/cw2_carpark_railing_h.cgf	Static	Lobby Railings	Yes
objects/level_specific/flood/buildings/aquarium/elevator_nodoors.cgf	Static	Elevator	Yes
objects/level_specific/flood/buildings/aquarium/elevator_door.cgf	Static	Hargreave & Rasch Security & Elevator doors	Yes

Additional Asset List

Asset Name	Type	Use	Exists?
objects/level_specific/prism/props/crib/prism_crib.cgf	Static	Medical Equipment & Monitors	Yes
mil_weapon_crate_1	Static	Military supply crate	Yes
objects/level_specific/flood/buildings/aquarium/na_no_glass_intact.cgf	Static	Force fields for Stasis Tubes	Yes

References

1. Figure 1: Alcatraz escaping Hargreave Rasch Biomedical concept art -
http://www.gameinformer.com/games/crysis_2/b/xbox360/archive/2011/03/11/crysis-2-be-fast-trailer.aspx
2. Figure 2: Hargreave Rasch Security Checkpoint
 - Top Left - <http://gadling.com/wp-content/uploads/2010/01/308874031290becd0bab-gadling-bumper.jpg>
 - Top Right – Screenshot taken by Jason Leary in engine from Crysis 2 by Crytek.
 - Lower Left -
<http://www.popularmechanics.com/cm/popularmechanics/images/Qi/prophetic-sci-fi-films-09-0308-de.jpg>
 - Lower Right -
http://fc02.deviantart.net/fs13/i/2007/069/9/c/corporate_tower_elev_lobby_by_kristanno.jpg
3. Figure 3: Hargreave Rasch Labs
 - Top Left -
http://cache.gawkerassets.com/assets/images/9/2011/04/prism_crynet_lab.jpg
 - Top Right -
http://vi.sualize.us/crysis_2_prism_facility_helder_pinto_realistic_urban_environment_art_picture_vrdH.html
 - Lower Left - <http://ufoandalien.com/wp-content/uploads/2014/10/1412717428637520-631x304.png>
 - Lower Right - http://img1.wikia.nocookie.net/_cb20120522213012/weyland-ycorporation/images/b/ba/Cryo-stasis_tubes2.jpg
4. Figure 4: Hargreave Rasch Lobby
 - Top Left – Screenshot taken by Jason Leary in engine from Crysis 2 by Crytek.
 - Top Right – Screenshot taken by Jason Leary in engine from Crysis 2 by Crytek.
 - Lower Left –
http://www.creativecrash.com/system/photos/000/169/380/169380/big/Lobby_053_1.jpg?1319375214
 - Lower Right – Screenshot taken by Jason Leary in engine from Crysis 2 by Crytek.
5. Figure 9: Alcatraz in the Nanosuit -
http://static.comicvine.com/uploads/original/3/39001/1974773-alcatraz_liberty.jpg
6. Figure 10: C.E.L.L. Assault Operative - <http://www.imfdb.org/images/thumb/3/3b/C3-Felineb.jpg/600px-C3-Felineb.jpg>
7. Figure 14: Ceph Grunt/Stalker -
http://img1.wikia.nocookie.net/_cb20111001151427/crysis/images/1/19/Crysis_2_hive_by_tomyum72-d46fg2e.jpg
8. Figure 15: Ceph Commander -
http://img1.wikia.nocookie.net/_cb20111209220231/aliens/images/2/21/Ceph_Commander.jpg