

Lara Croft and the Temple of Osiris – Developer Diary #1: Four Player Co-Op Mayhem

Scot: Hi I'm Scot Amos, the Executive Producer of Lara Croft and the Temple of Osiris - the sequel to the award-winning Lara Croft and the Guardian of Light from Crystal Dynamics.

Today I'm joined by three of our Devs...

Alisha: Hi, I'm Alisha Thayer – I'm a Designer

Will: I'm Will Kerslake – Lead Designer

Robert: Robert Siviak – the Producer

Scot: So in today's Dev Diary, we're going to take you through all the awesome, exciting adventure we have planned for you for four player co-op action and talk about our characters and all their features.

Looking back at Guardian of Light, it was an instant classic when it shipped...

It was one of those things that people got together and said, "This is an amazing two player co-op digital experience."

That was the inspiration and the blueprint for us to say how do we push ourselves further for Temple of Osiris –how do we get to a four player game, have more characters online, with more craziness, and more exotic gameplay...

For us, this was all a labor of love.

Alisha: So in this adventure, we have Lara Croft, the world renowned archaeologist. We also have Carter Bell, who is new to the series – he's an up and comer and competitor to Lara Croft.

Our archaeologist characters have a torch that they can use to light some of our darker tombs and solve puzzles and find hidden rewards.

One of the other unique abilities the archaeologists have is the grapple. With this, they swing over chasms, create rope bridges, and use it to help friends traverse dangerous spaces.

Will: Next up we have Isis and Horus, these are the Egyptian gods that are joining Lara and Carter in this new adventure and they have their own unique abilities.

With the staff, they can affect glyphs in the world - moving objects up and down and interacting with anything that have these special markings.

They have a magical shield that can act as a barrier to provide protection. The shield can also be used as a step stone allowing other players access to difficult to reach places. It will also move across the surface of water.

Robert: Now because co-op is such a focus for Temple of Osiris we made sure the world would react accordingly depending on how many players are in the game at one time. For example when you add in your friends the puzzle might actually change dynamically. There could be more mirrors, more obstacles, and more enemies to deal with.

Scot: And naturally something we've seen is that the more players you have at one time, the more chaotic the game can become. So you'll start competing for loot but you'll also start griefing your buddies - kind of that co-opetition angle.

Robert: Oh definitely, so as you're going on this adventure and you're playing with 4player co-op you might be, you know, going through the world dropping bombs on your friends, accidentally drop them into spike pits...

Will: Accidentally? Accidentally?!

Scot: Yeah, we've seen Robert play online. If you ever play with Robert online, be careful. He will drop you in a spike pit... as you can see here in this footage we captured earlier today!

Alisha: But the thing is the game gets crazy hectic, right?

Robert: Right, one of the great things is that you have to work as a team to defeat these bosses but you'll notice that there are gems dropping throughout the world.

Scot: And the gems are actually part of our loot system.

Will: Yeah, so with the gems, each individual player collects gems. Now weapons and things and to beat the puzzles within the game world, you do have to work together. But the gems are unique to your character – you want to collect as many as possible.

Robert: And the cool thing is when you get to the end of a tomb there's all these treasure chests that you can open using the gems which unlock powerful rings, amulets, weapons, and costumes for your character.

Alisha: The chests are different costs based on the type of loot you can get from them so the more gems you have, the cooler loot you'll get.

Scot: The more people you have, the better the loot will become, and you can start seeing the crazy way you can outfit you're character, customizing with rings for yourself and amulets share with your team.

Will: The rings themselves are things that personally affect your character – it lets you move faster, have a bigger bomb, that sort of thing... versus the amulets are shared between your teammates.

For example, if I have spread shots which allows the team to shoot in all different directions and Robert here has flame shots, now all of the sudden we have spread flame shots where we're both powered up. You learn how to get a team to work together to maximize your firepower.

Scot: All right, so that gives you a very quick look over everything we have going on inside of Lara Croft and the Temple of Osiris, four players, couch, online, mix and match, drop-in drop-out, and drop your friends into spike pits!

From our side, this is all about working together as a team but also competing together as a team. This is from us a labor of love that comes from back in our Guardian of Light Days looking forward to the Temple of Osiris days. We really hope you all will love playing it as much as we love making it. Coming out this year – December 9th – for Xbox One, PS4 and PC.

Thanks team! Anything else?

Alisha/Robert/Will: Thanks so much!

Scot: All right, have a great time everyone! We'll see you online!