



eden's gate presents:

the lockwood

MANSION



INTRO

MISSION ASSIGNMENT

The Lockwood family is one of the richest, most influential, and corrupt personalities in Montana, USA; and worse of all, they help Eden's Gate enact their twisted plans. The Lockwoods are a family of 4 adults, all of which hold great power that allows them to fund Eden's Gate with the resources they need to take over the county.

Our intel suggest the Lockwoods are doing a family get together at their mansion. It is said to be one of the biggest luxury estates in the region, surrounded by vast mountainous terrain and a large lake. The mansion is rumored to have many secret passages riddled through the corridors of the rooms.

Unfortunately, due to their influence, they are guarded by many bodyguards.

On top of that, we don't know the Lockwoods precise location, just their general location. It is your responsibility using any **clues** you can piece together to pin-point their exact location.

Your goal is to find and eliminate each of the Lockwoods; and escape the premises!

MISSION OBJECTIVES

- Assassinate VIP Eliza Lockwood (Daughter, Age 27) – On the second floor of the mansion
- Assassinate VIP Linda Lockwood (Mother, Age 66) – In the attic of the mansion
- Assassinate VIP Tobias Lockwood (Son, Age 24) – In the basement of the mansion
- Assassinate VIP Herald Lockwood (Father, Age 68) – Not in the mansion but still on the estate
- Escape the estate by the boat on the lake

ASSUMPTIONS ABOUT MECHANICS:

Presuming this takes place in the Far Cry 5 universe, this document is under the assumption that the player has access to standard First-Person Shooter mechanics (such as moving through flat and inclined surfaces, jump, crouch, use cover, use a ranged and melee weapon, and interact with various objects/objectives).

HIGH LEVEL MISSION FLOW



<p>1. Enter the Mansion</p>	<p>2. Find clues regarding the whereabouts of the Lockwoods (through documents, guard chatter or environmental clues)</p>	<p>3. Assassinate the Lockwoods once the player has enough information to deduce their location or by stumbling upon them (see Page 4)</p>	<p>4. Complete the mission by exiting in the boat on the lake</p>
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NOTES

- Each assassination is intentionally **kept short** since there are 4 to assassinate.
- Each assassination is intentionally **kept simple** as players must first get clues (through documents, chatter, or environment). This is done as **to not overwhelm the player** with complex steps and instead be **engaged in pinpointing their location, immersing them in the level.**
- Having the player find clues helps **sell the theme** of a “Clue” mansion game, making the level **more memorable.**
 - Finding clues WILL update the objective the players see so they don't need to memorize or return to documents in the level.
- Each assassination uses **unique steps to avoid monotony** and keep the player **engaged in the experience.**
- Players can complete the level without killing guards but must kill the Lockwoods. See [page 20](#) for more info on pacifist playstyles.

THE LOCKWOODS & THEIR ASSASSINATIONS



ELIZA LOCKWOOD

In the **Shared Washroom** on the 2nd floor of the mansion (see [page 12](#))

1. Unlock the Security Room 1st floor
2. Get the "Upstairs Key" in the Security Room
3. Fight or sneak upstairs to the Shared Washroom and unlock the door
4. Assassinate Eliza Lockwood



LINDA LOCKWOOD

In the **Secret Library** in the attic of the mansion (see [page 13](#))

1. Solve the Study Room puzzle 2nd floor
2. Climb the ladder and enter the Secret Library
3. Assassinate Linda Lockwood



TOBIAS LOCKWOOD

In the **Safe House** in the basement of the mansion (see [page 10](#))

1. Unlock the basement using a "Basement Key" dropped by assassinating a different Lockwood
2. Enter or lure him out of the Safe House
 1. Turn off the power to the door to enter the Safe House
 2. Beat his highscore in the Shooting Gallery to lure him out
3. Assassinate Tobias Lockwood



HERALD LOCKWOOD

At the top of the **Lighthouse** (see [page 9](#))

1. Fight or sneak through the courtyards outside
2. Climb the ladder up the Lighthouse
3. Assassinate Herald Lockwood

Alternatively, assassinate all Lockwoods at once in the **Safe House** by activating all 3 of the emergency switches (see [page 19](#))

OVERVIEW MAP



NOTES

- 1** The player begins their mission here on top of a **Guard Tower**. From here they get an aerial view of the mansion and guest house allowing for planning.
- 2** Entering the mansion through **The Driveway** encourages aggressive playstyles. The two guards standing outside the front door help convey this idea.
- 3** **The Mansion** is the most important building that is directly in the middle of the level. It can be used to help players orient themselves while outside. It being the biggest building in the level will also draw players here naturally. 3 of the 4 VIPs to assassinate, as well as most side objectives, are in the mansion to have a center point of action in the level.
- 4** **The Guest House** is a stone building that players can access for a stealthier approach to the level. They can jump from this balcony to the mansion balcony.
- 5** The **Westside Hill** allows for pacifist/stealth playstyles. It has no enemies to allow players to take a break in this area.
- 6/7** The **Northside and Eastside Courtyards** presents an enemy presence outside of the mansion, allowing for variety in enemy encounters that are not just inside the mansion. They also provide ways to get to the lighthouse.
- 8** **The Lighthouse** is the highest landmark in the level. It can be seen anywhere from the level and acts as the “weenie” of the area. It also has 1 of the 4 VIPs to assassinate at the top of it.
- 9** **The Lake** is where the player will exit from, completing the mission once all 4 VIPs have been assassinated. They will escape at a boat that they hijacked from the Lockwoods.

EXT. ELEVATION 1 MAP



NOTES

- 1** For a more in-depth look of *The Mansion Interior Basement*, refer to *The Mansion Interior Maps* on [page 10](#). The mansion interior is included here to reference the connection between the exterior and interior.
- 2** The player can use these paths initially to enter the mansion for stealth/pacifist playstyles
- 3** The player can use the fountain, rocks and trees as cover when fighting enemies in an aggressive playstyle
- 4** The player can use the ladders on the northside of the building to stay hidden from enemies in the Courtyards if they aren't killed (for pacifist playstyles)

EXT. ELEVATION 2 MAP



NOTES

- 1** For a more in-depth look of *The Mansion Interior Floor 1*, refer to *The Mansion Interior Maps* on [page 11](#). The mansion interior is included here to reference the connection between the exterior and interior.
- 2** This window is a strong stealth entrance into the mansion that allows them access to the west side of the mansion, and a stairwell that leads to the second floor and basement
- 3** This window can be used to enter the guest house while avoiding the guard on the front porch, good for stealth playstyles.
- 4** The player can use the rocks and trees to sneak into the Eastside courtyard or into the mansion interior.
- 5** The Greenhouse can be used as a place to restock supplies. It is a downbeat in-between the mansion and lighthouse to allow players to rest in an otherwise high engagement area.
- 6** The player can use the north staircase in stealth playthroughs to get to the lighthouse while avoiding the patrolling guard.

EXT. ELEVATION 3 MAP



NOTES

- 1 For a more in-depth look of *The Mansion Interior Floor 2*, refer to *The Mansion Interior Maps* on [page 12](#). The mansion interior is included here to reference the connection between the exterior and interior.
- 2 Entrances into the mission area **from the open world**. This allows for **360 approach**. Having the player approach from an elevated position gives power to the player and allows them to survey the area clearly. The mountains can also be repurposed to allow players to parachute/wingsuit into the area, this allows for **more emergent gameplay**. The lake can also be used to get into the mission area if the player could swim or use sea vehicles.
- 3 Vantage point that allows the player to survey the courtyards.
- 4 The player can jump from the guest house balcony to the mansion balcony. Allows for a stealth entrance to the 2nd floor of the mansion.

EXT. ELEVATION 7 MAP

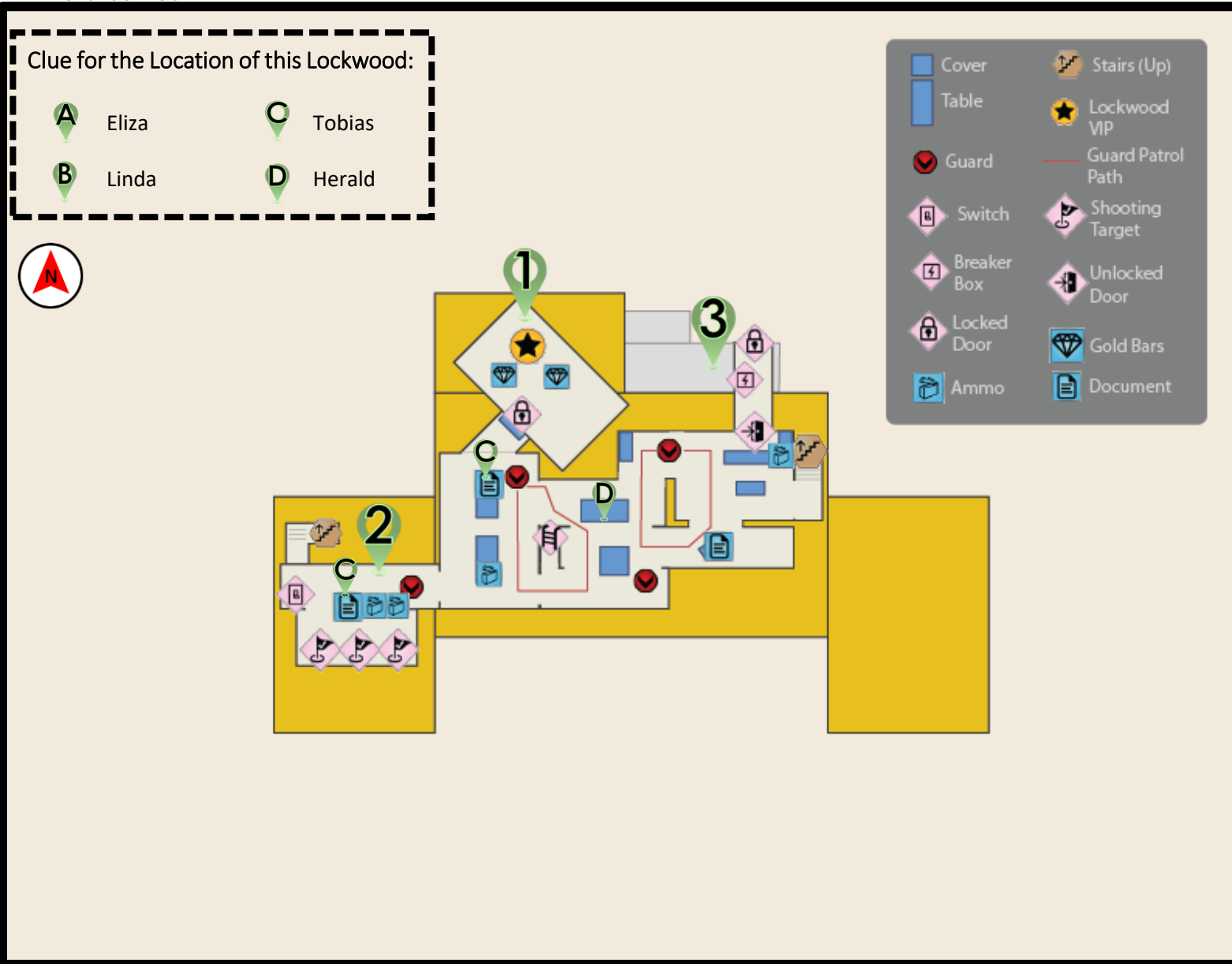


NOTES



Top of the Lighthouse. Where **Herald Lockwood** is. The player would have to fight/sneak through the courtyards to get here. This is most likely the last assassination, so having this dominant view of the entire estate feels **gratifying and rewarding to the player.**

MANSION INT. BASEMENT MAP



NOTES

- 1 The Safe House.** Where **Tobias Lockwood** is. It is behind a locked door that can't be unlocked with a key or a code. Instead, it can only be temporarily opened by the breaker box for 20 seconds (*see Note 3*). The door itself is styled as a bookcase that rotates when opened or closed.
- 2 The shooting gallery.** Activating the switch will begin the mini-game. The document states that if Tobias' highscore is beaten, Tobias will come out of the safe house to see who beat his score immediately. The player can shoot the "Shooting Targets" to get score. If the player beats his highscore, Tobias is lured out of the Safe Room allowing him to be assassinated. This creates a memorable experience for the player.
- 3** The breaker box opens the door that leads to the safe house for 20 seconds (*see Note 1*).

MANSION INT. FLOOR 1 MAP

NOTES

Clue for the Location of this Lockwood:

A Eliza	C Tobias
B Linda	D Herald

Cover	Guard	Key	Ammo
Table	Guard Patrol Path	Unlocked Door	Gold Bars
Couch	Lockwood VIP	Locked Door	Document
Bookshelf	Switch	Stairs (Up)	Stairs (Down)
Shelf			

1 1 of the 3 **emergency switches** the player can activate to make all the Lockwoods go to the Safe House in the basement. These switches are disguised as statues. See [page 19](#) for more information.

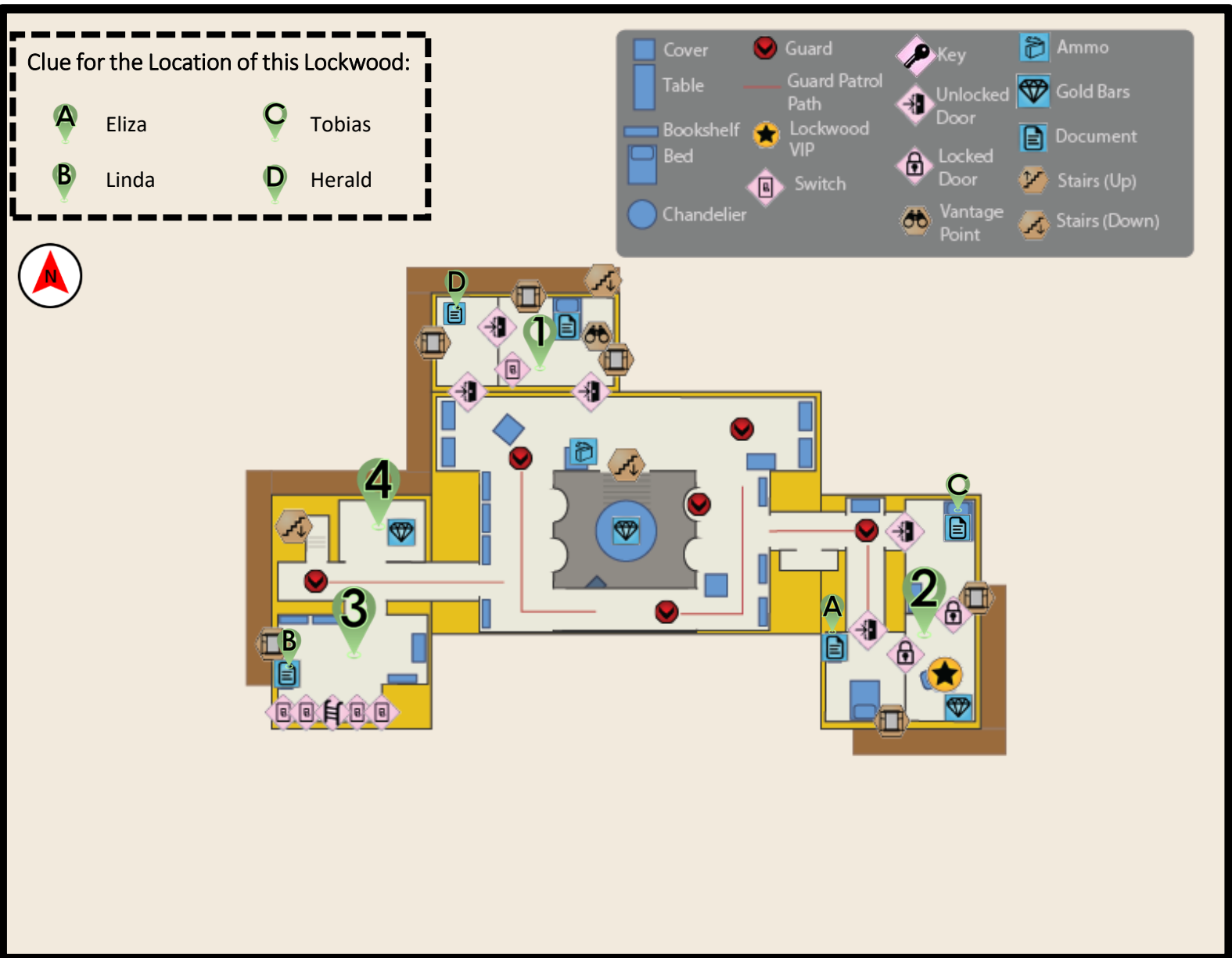
2 **The Security Room.** The locked door is unlocked via access code. The document outside of the security room says the code is how many red books are in the family room (*annotated by note 4*) The key is the **“Upstairs Key”** used to unlock the Shared Washroom upstairs (see [page 11](#)).

3 Locked door unlocked by the **“Basement Key”** held by all of the Lockwoods.

4 **The Family Room.** Needed for the Security Room code (see note 2).

MANSION INT. FLOOR 2 MAP

NOTES



1 1 of the 3 **emergency switches** the player can activate to make all the Lockwoods go to the Safe House in the basement. These switches are disguised as statues. See [page 19](#) for more information. Vantage point can be used to overlook the courtyards outside.

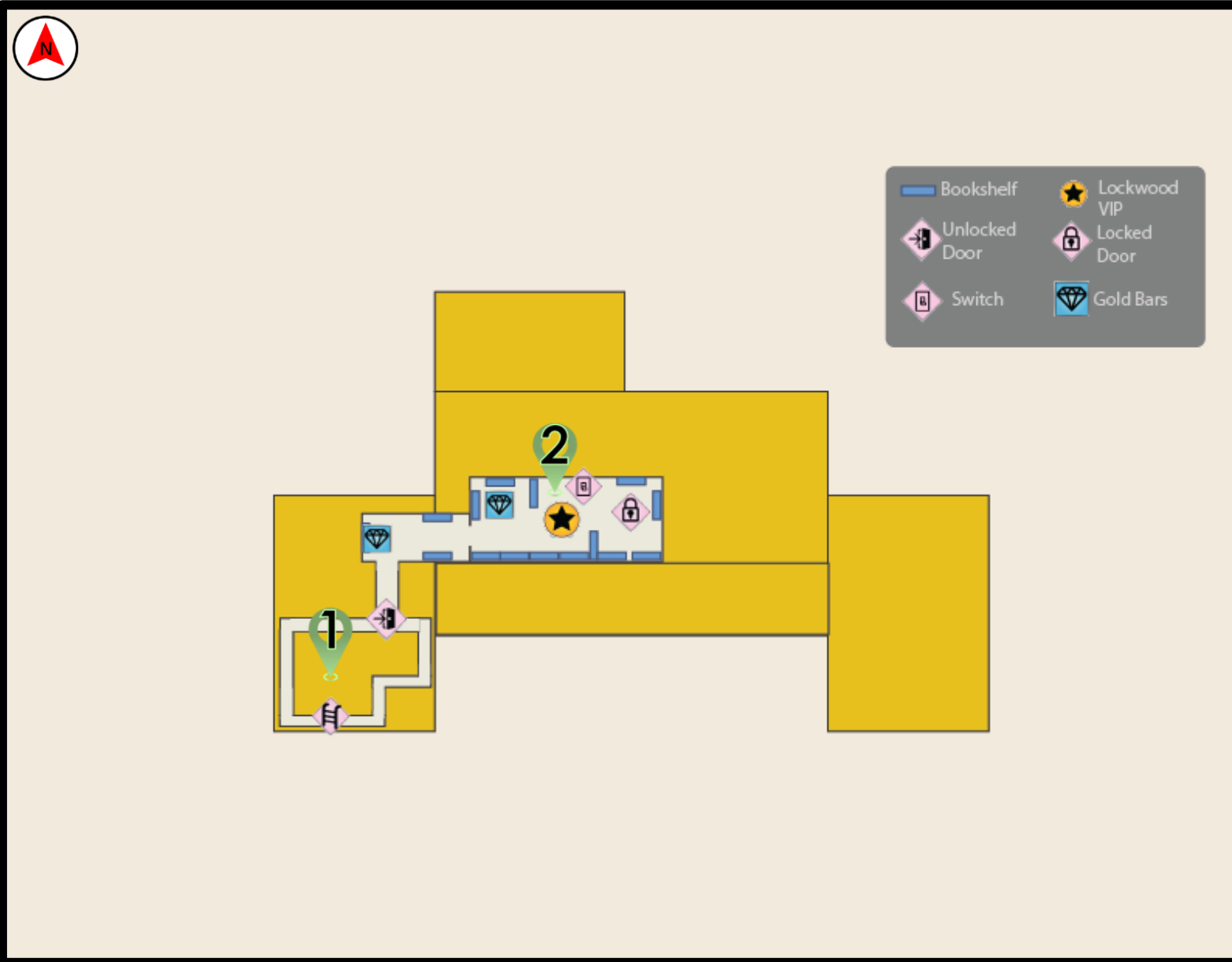
2 **The Shared Washroom.** Where **Eliza Lockwood** is. It is behind a locked door which is opened by the "Upstairs Key" in the security room on the 1st floor (see [page 11 note 2](#)).

3 **The Study Room.** Contains 4 coloured switches (red, blue, green, yellow). The ladder is inaccessible and is made accessible by hitting the 4 switches in the right order. The document in the room states that the Art Room (annotated by note 4) has the code. There are 4 paintings with a dominant colour (red, blue green, yellow). The 4 coloured paintings, left to right, corresponds to the order the switches should be hit, making the ladder accessible. The 4 switches reset when all 4 are hit in the wrong order.

4 **The Art Room.** Needed for the Study Room puzzle (see note 3).

MANSION INT. ATTIC MAP

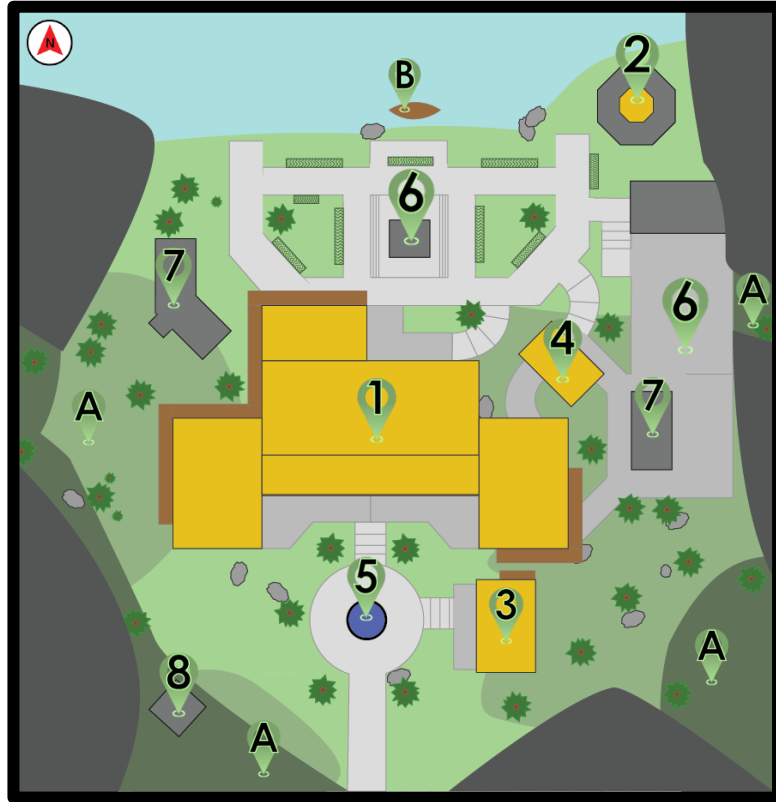
NOTES



1 **Study Room Upper Area** (for more on the Study Room see [page 12](#)). The player walks on the support beams to get to the door.

2 **The Secret Library.** Where **Linda Lockwood** is. The switch opens the locked hatch, if the player drops through, they will land on the chandelier on the 2nd floor (see [page 12](#)).

EXT. REFERENCE



1 Mansion



The mansion architecture and material

2 Lighthouse



The lighthouse architecture (octagonal) and material



The mansion architecture, material, wooden railings, stone platforms and stairs

3 Guest House



The guest house architecture and material

4 Greenhouse



The greenhouse architecture and material

5 Driveway



The driveway leading to the mansion & fountain. The fountain base is taller in-game for cover

6 Courtyard



The courtyard path material and shrubs. The fountain is replaced by a shed. Shrubs can obscure players for stealth.

7 Sheds



Architecture and material of the sheds

8 Guard Tower



Architecture and material of tower & ladder

A Mountain Forest



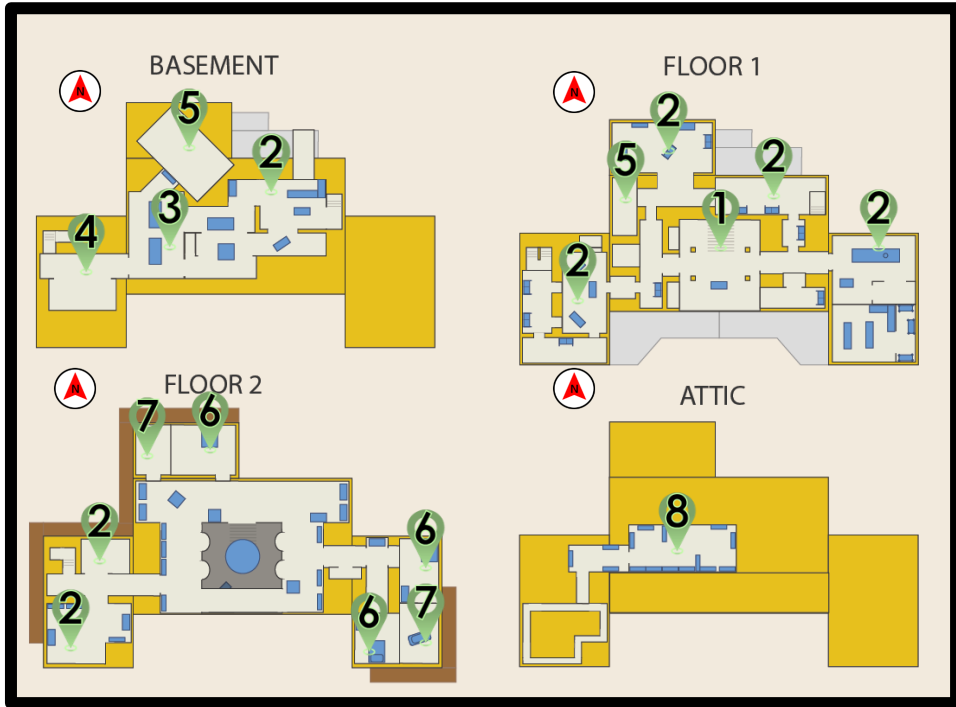
The forest surrounding the area

B Lake & Mountain



The lake and mountains surrounding the area

MANSION INT. REFERENCE



1 Foyer



Foyer Open Space and view from 2nd to 1st floor

2 Living Spaces



Grand Staircase in the Foyer



Furniture, architecture and material

3 Game Room



Dimmer lighting, furniture and material

4 Shooting Gallery



The set for the game

5 Security Room



Dim lighting and security monitors. Monitors contrast the warm tone lighting for emphasis

6 Bedrooms



Furniture, wooden architecture and material of bedroom

7 Washroom



Furniture, architecture and material of washroom



Furniture, architecture and material of washroom

8 Secret Library

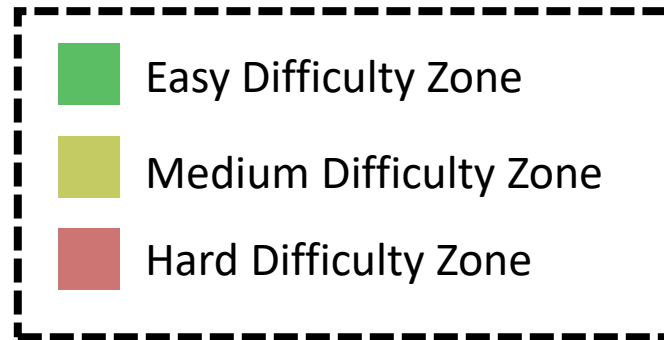
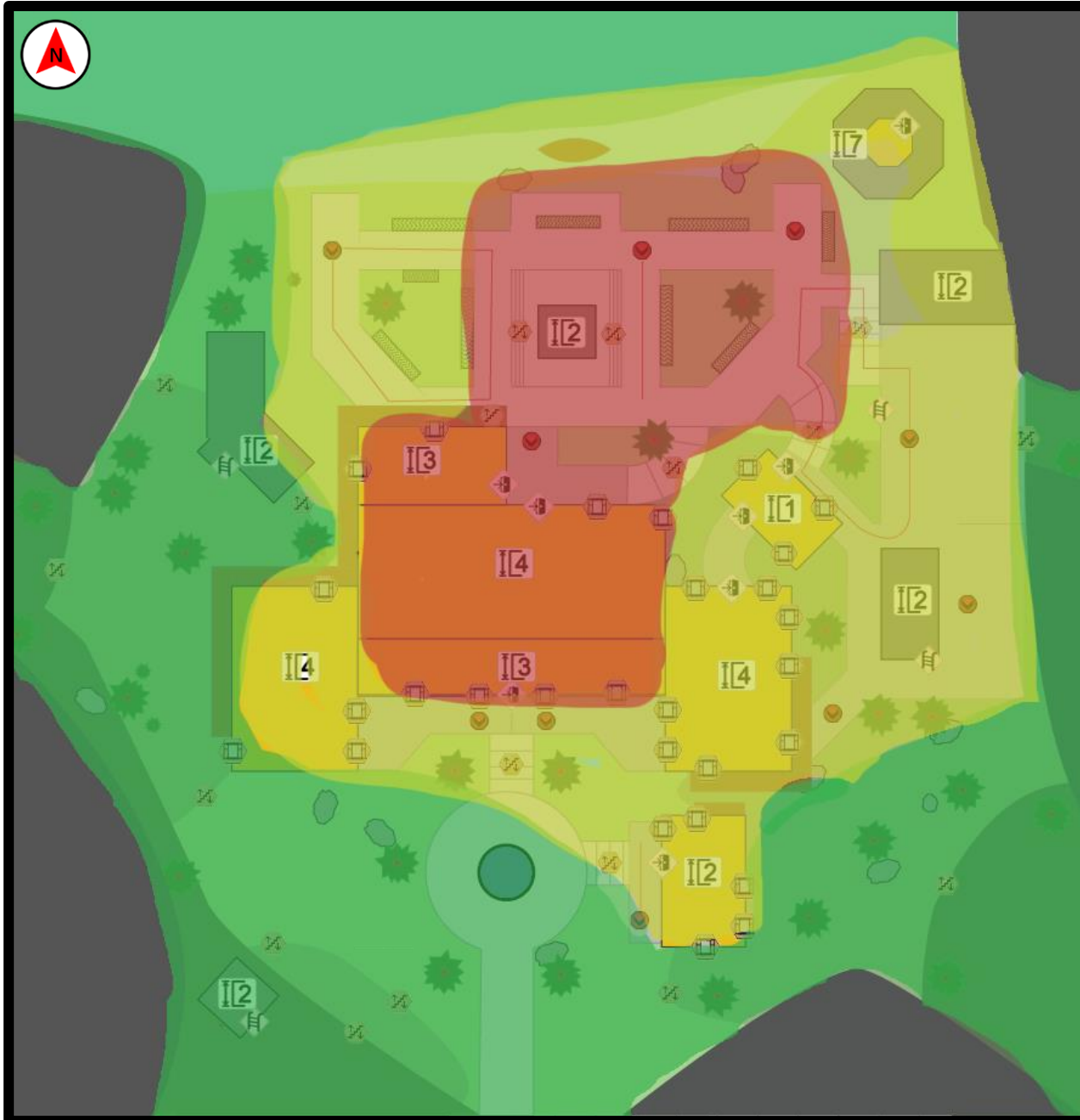


Furniture, wooden architecture, dim lighting of library



Furniture, architecture, dim lighting of library

360 APPROACH



NOTES

- No enemy presence
- Open areas
- Small enemy presence
- Open areas
- Large enemy presence
- Higher number of angles of possible enemy attack
- Interior tight spaces and corners

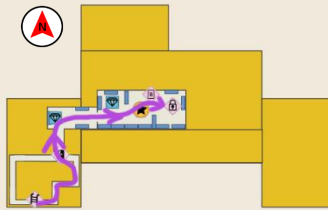
WALKTHROUGH - STEALTH

There are multiple paths the player can take, this is the “Critical Path” for this playstyle. The player can choose to kill no guards in this walkthrough for a “Pacifist” playstyle.

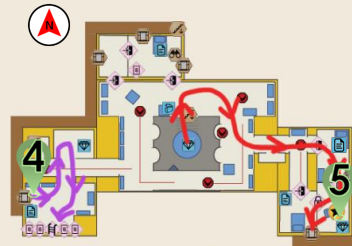


- Low Tension
- Medium Tension
- High Tension

ATTIC



FLOOR 2



FLOOR 1



BASEMENT



NOTES

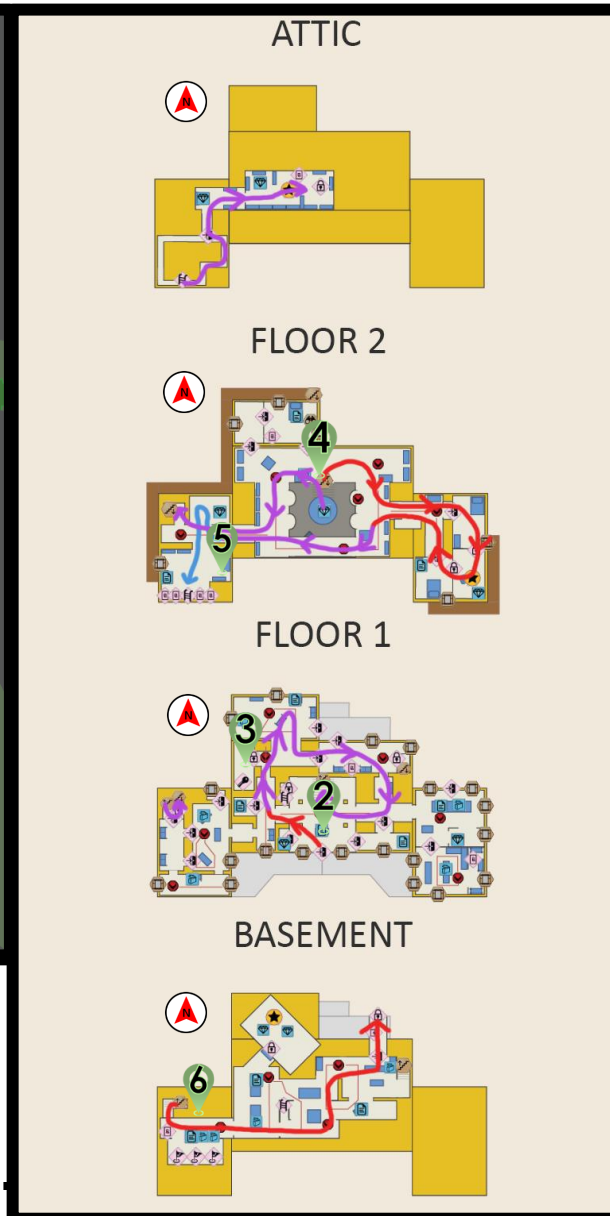
- 1 The player begins overlooking the mansion. They see a passage on the west side of the building without any enemies. They decide to go here and enters the window on the west side.
- 2 They find a clue for Eliza’s objective and that they keep a key for that washroom in the security room.
- 3 The player unlocks the security room (see [page 11, note 2](#)) and gets the “Upstairs Key”. They also find a clue for Linda’s objective. The player walks outside and up onto the balcony.
- 4 The player enters the study room through the window and solves the study/art room puzzle (see [page 12, note 3](#)) and assassinates Linda Lockwood. They grab the “Basement Key” she dropped. The player drops from the hatch onto the chandelier on the 2nd floor and goes towards the shared washroom.
- 5 The player finds a clue for Tobias’ objective. The player unlocks the shared washroom and assassinates Eliza Lockwood. The player jumps onto the balcony and onto the ground and head towards the basement.
- 6 They unlock the basement using the “Basement Key” and stealth kill guards in the basement. They use the breaker box to disable the door and assassinate Tobias Lockwood. They also find a clue for Herald’s objective.
- 7 The players navigate around the guards in the courtyards and stealth kill if needed, then climbs the ladder to the lighthouse and assassinates Herald Lockwood.
- 8 The player escapes the area by getting on the boat by the lake and escaping the Lockwood Estate.

WALKTHROUGH – AGGRESSIVE

There are multiple paths the player can take, this is the “Critical Path” for this playstyle.



- Low Tension
- Medium Tension
- High Tension



NOTES

- 1** The player begins overlooking the mansion. They see two guards blocking the entrance of the mansion. They fight the guards at the front using the fountain as cover.
- 2** They find a clue for Eliza’s objective and that they keep a key for that washroom in the security room. They fight the guards in the foyer using the table and the columns for cover
- 3** The player unlocks the security room (see [page 11, note 2](#)) and gets the “Upstairs Key”. They also find a clue for Linda’s objective. The player walks outside and up onto the balcony.
- 4** The player goes upstairs and fights the guards upstairs towards the shared washroom using tables and columns as cover. They enter the shared washroom and assassinate Eliza Lockwood. They grab the “Basement Key” Eliza dropped. The player finds a clue for Tobias’ objective.
- 5** The player fights off any remaining guards on the westside of the building and solves the study/art room puzzle (see [page 12, note 3](#)) and assassinates Linda Lockwood. The player drops from the hatch onto the chandelier on the 2nd floor and goes towards the basement.
- 6** They unlock the basement using the “Basement Key” fight the guards in the basement. They play the shooting gallery game in the game room and beat Tobias’ highscore. He is lured out into the open and the player assassinates Tobias.
- 7** The players fight the guards in the courtyards, then climbs the ladder to the lighthouse and assassinates Herald Lockwood.
- 8** The player escapes the area by getting on the boat by the lake and escaping the Lockwood Estate.

WALKTHROUGH – SPECIAL

This can be done at any point in any playstyle. This is an alternative way to assassinate all Lockwoods.

NOTES

1

The player finds a clue that states there are 3 emergency switches in the mansion disguised as animals, a bird, a rat, and a racoon. Each switch has a riddle attached to it to help the player find them. The clue states that all Lockwoods are ordered to go to the Safe Room in the basement if all 3 switches are activated.

2

The player walks to this emergency switch disguised as a bird. The riddle on the clue states “flies high with the parents”.

3

The player walks to this emergency switch disguised as a rat. The riddle on the clue states “eats all the food”.

4

The player walks to this emergency switch disguised as a racoon. The riddle on the clue states “with all my friends”. (note the room it’s in is filled with stuffed animals).

5

The player can hide in the Safe Room and wait for the Lockwoods and assassinate them once their all in OR fight the guards in the basement and open the door with the breaker box.

6

The player fights/sneaks through the courtyards and escapes with the boat.



CONCLUSION

MISSION SUCCESS

If all objectives are complete

- Assassinate VIP Eliza Lockwood
- Assassinate VIP Linda Lockwood
- Assassinate VIP Tobias Lockwood
- Assassinate VIP Herald Lockwood
- Escape the estate by the boat on the lake

MISSION FAIL

If the player dies

If the player leaves the mission area before completing the mission

CONSIDERATIONS MOVING FORWARD

The lighthouse and mansions are large “hero assets” to make the area unique, however they can be repurposed to have multiple purposes throughout the game. For example:

- The people that the Lockwoods were exploiting reclaim the space and can be used as a mission hub
- A party mission can be set in the Lockwood Estate
- The lighthouse can be used as a vantage point for the nearby mission across the lake

For players who like “Pacifist” playstyles, assassination breaks that idea. If time allows, the mission can have alternate solutions to “knock out” each Lockwood with a different method then carry them back to the boat. Perhaps the player can get more information through interrogation for future missions if they decide to go this path rather than assassinating them, leading to a better reward for a harder solution.