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Level Summary:

Dumbbells, which takes place in a gym, is the largest level in Hotline Miami with two main floors, the first of which contains four unique zones, and the upper floor which houses the final boss battle (“the office”). In this level, the player takes on the role of Jacket, with the ultimate goal of clearing the level of all NPC’s, defeating the final boss (Vladimir the Russian Wrestler), potentially fulfilling the side-mission (up to the player), and finding as many collectibles as possible, all while attempting to achieve the highest score possible. In addition to this open level layout, and many corridors (such as a bathroom, office, etc.), this level also includes the most enemies on any single level. With the addition of many corridors and side-rooms, ample cover is provided to the player for when he/she attempts to deal with the vast amount of enemies. The featured mechanic in this level is cloning (blending-in feature), which will be discussed later in more detail.

- Level Title
  - Dumbbells

- Level Size
  - Large (in proportion to the remainder of the levels).
    - Two Floors: First floor contains four unique zones, while the second floor houses the final boss battle (“the office”).

- Setting Overview
  - Location of this level takes place in a Russian-run warehouse gym in downtown Miami. The gym itself is structured in a warehouse, but decorative items and weights are neon colored (very bright in general).

- Game Flow
  - See Attached Gameplay section (detailed summary of play-through).

- What makes the level cool?
  - See Attached Gameplay section (mechanics, collectibles, etc. explained there).

- Potential Missions within the level
  - See Attached Gameplay section (missions, and objectives explained there).
Details:

- **Major Dramatic Question (MDQ)**
  o How can the player utilize cloning and stealth to clear the level of all NPC’s, and make it to the final boss battle without ever being noticed (cover being blown/ threat meter not filling up)? Additionally, what repercussions does the player face when he/she elects or neglects to fulfill the side-mission associated with the boss battle?

- **Level Environment/Atmosphere/ Mood**
  o The environment of the level resembles that of an old, run-down warehouse-based gym. The first floor features a massive four-zoned gym layout, with many side corridors featuring bathrooms, and locker stalls. The four zones on the first floor comprise the four main workout areas: weights, cardio, yoga rooms, and pool. The second floor is comprised of the boss’s office (Vladimir the Russian Wrestler) which has a more refined, elegant look as compared to the grimy warehouse gym floor (first floor). The first floor includes all the necessities you would find in a gym – weights, cardio machines, etc. all styled in vibrant hues. The second floor is also styled the same in predominantly neon hues, with more sophisticated items – computer, desk, sculptures, etc. The mood of the overall level is the same throughout both floors – grimy and a sense of despair (poverty).

- **Major Areas/Visual Themes**
  o Major areas of the first floor would include the four zones: weights, cardio, yoga, and sports facilities. Major areas for the second floor revolve around the boss’ desk located in his office; main focal point of this particular floor. The visual theme lends itself towards the mood of the level, which as described earlier, is grimy and enhances the notion of despair (poverty). The neon hues are provided as a contrast to the otherwise dark and gloomy mood.

- **Story Details**
  *Jacket* is out to seek revenge. In this level, you are summoned to fight Vladimir the Russian Wrestler at his locally owned, downtown Miami gym. You find out from an anonymous voice recording source that Vladimir has willfully forced one of your old acquaintances to be his girlfriend. After years of being forced upon Vladimir, Helen has become somewhat brainwashed by this bully of a man. Your job is to enter the gym, assassinate all the enemies along with Vladimir, and ultimately decide the fate of your old acquaintance Helen. Should you decide to rescue her or exterminate her, the outcome of the games ending is changed.
  - Outcome paths are to be determined.
Gameplay:

- **Enemy List**
  - **Enemies:**
    - Gymnasts
    - Muscle-heads
    - Mobsters
    - Suits
    - Trainers
    - Vladimir the Wrestler (boss)
  - **Non-enemy NPC**
    - Helen
  - **Player**
    - Jacket

- **Gameplay Mechanics**
  - The unique gameplay mechanic added to this specific level is cloning, or more loosely, the ability to replicate an enemy’s looks (blending in). The player has the one-time (once per level try) use of replicating any one of the enemy types on the level, and must sneak around without alerting the other enemy NPC’s. For this level the player is granted a “threat” meter. Assassinate enemies in the presence of other NPC’s, or move around in an erratic fashion, and your threat meter is filled, thus blowing your cover and ultimately leading to your death. This mechanic ties in closely with the already present stealth mechanic. The boss in this level has his own set of unique mechanics. He wields dumbbells as weapons, and the only way to get him to drop them is by getting him to trip
over items in the office. Once tripped, he stumbles for a brief time to gather himself and re-equip his dumbbells. During this time, the player can attack.

- The player doesn’t have any weapons during the course of this level (fists only).
- Enemies however do have weapons (guns).
- Boss wields his own weapons – dumbbells; Mechanics are different from NPC’s.

**Primary Play-through Description**

- The player would enter the level through the front door entrance. Once inside the gym (first floor), the player is prompted with the ability to clone a single enemy type for the duration of the level play-through. Once the cloning process is finished, the player proceeds through the first floor, navigating each of the four zone sections (weights, cardio, yoga, and pool), while maneuvering through side passageways (locker rooms, bathrooms, etc.) trying to pick off enemies one by one. Although the player has assumed the role of an enemy, they can still easily be identified (see **Gameplay Mechanics**) so sneaking around in each of the areas is key. Once every single enemy on the first level is assassinated, the second floor level unlocks. The player makes his/her ways up the stairs to the Boss’ office. Once inside the office, the player is greeted by Vladimir the Russian Wrestler, and his girlfriend Helen. Vladimir wields a set of heavy dumbbells (weapon). The player then must maneuver his/her way around office by using the environment and getting Vlad to trip. Once he’s tripped, he will drop his dumbbells to collect himself. During this time the player can attack. Once Vlad is defeated, the side mission pops up (see below).

**Missions/Branching Paths**

- The player has the ability to either save Helen, or assassinate her. Both of these options are prompted once Vlad has been defeated.
  - Both of these actions result in branching paths. Those outcomes are still to be determined.

**Pick-ups/Collectibles/Unlockables**

- No collectibles on this level.
- Unlockable: Buck Mask.
  - Achieving the highest score grants you a new unlockable mask – Buck Mask – which give the character a new melee weapon (barbed-wire mace) to use throughout the duration of the game. This weapon, or any weapon is excluded from this level.
• **Level Progression Chart**
  - During each zone (which are color coded on the overview map), interactions between the character and enemies happens. The spike or decline in each zone is reflected upon how many enemies are in an area at any single given time (See [Detailed Map](#)). More enemies in any given zone, equals more action, thus an increase in progression (as noted by the axes). Less enemies in any given zone, equals less action, thus decreasing progression of the player.

![Dumbells Level Progression Chart](#)