

# How to "Unlock" Rynn's Village as a Playable Level

## **\*Usefulness\***

Accessing a new level that isn't normally playable and is only used in a cutscene.

## **\*How to get there\***

After selecting New Game from the Title Screen and before the Narrator/Book cutscene plays, there is a certain point towards the very end of the loading screen that you can access a pause menu by a well-timed press of the start button. Accessing this pause menu allows you to select a save file to save the game. After saving the game, the game's prologue will then play like normal. Once you have control over your character, pause the game and select Load Game from the pause menu. You will see a save file with the location name "Intro." Loading this save file will load Rynn into the "Intro" map which is Rynn's Village.

## **\*Characteristics of the level\***

The level is an immense square map that is comparable in size to some of the open-world levels in Drakan: The Ancient Gates. It has every object that was used in the opening cutscene of Rynn's Village and more. It is clustered enough with vegetation, houses, and other terrain elements that make it feel like an actual-playable level. Every square foot and every object has collision programming, so you don't have to worry about your character falling into the void like other games. However, the level does have some objects floating in the air or partially submerged into the ground. Since this level was only to be used for a cutscene, the objects' awkward placements are likely for the perspectives used in the cutscene and to block the view of unfinished elements of the map.

## **\*How to make it easier to access that pause menu\***

When the loading screen's meter completely fills up, you have 1 second until the loading screen ends and the Narrator/Book cutscene plays. Within that one second, press the start button between roughly 70-90 Centiseconds. If done right, you'll access the pause menu. If you missed the timing, just pause and select quit to get back to the title screen and try again. I used a timer on my stopwatch app the moment the loading bar was filled. Once I saw my stopwatch reached about 70-90 Centiseconds, I pressed the start button on my controller. It's about frame perfect, but doable with practice. This is easier to perform on the PCSX2 rather than the home console due to save states, but you can access the level on either platform.

## **\*What to avoid doing\***

When you access the pause menu, don't back out of said pause menu or select Resume. Doing so will load your character into a glitched state inside Rynn's Village in third person view, and

the Narrator/Book cutscene will overlay on top of it a second later. Pressing start in this state or allowing the cutscene to finish will crash the game and you'll need to reset the game.