



DESIGN DOCUMENT

Version 0.2

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GAME OVERVIEW

Much Haste to Igford! is a **Victorian steampunk-themed racing game** where players compete in a frantic battle of speed and vehicle-based combat to cross the finish line first. It will be developed for the iPad primarily with a view to extend the game to PC at a later development stage.

The game takes place in a **fantasy setting** featuring **non-realistic steam-driven vehicles** based heavily on veteran pre-1900 motor vehicles in an industrialised late-19th century British themed world. Gameplay will contain very **mild cartoon violence** with **arcade style vehicle handling**.

The iOS version of *Much Haste to Igford!* is being developed as a **single player only game** initially. Later development on a PC version may allow multiplayer options where real players can compete against one another.

COMPARISON WITH EXISTING TITLES

Much Haste to Igford! draws inspiration from existing games and other visual material. The game will have its own visual style but the gameplay bears resemblance to the following titles:

<i>Mariokart</i>	(Nintendo, 1992)
<i>Stunt Car Racer</i>	(Microprose, 1989)
<i>Street Racer</i>	(Ubisoft, 1994)
<i>Trackmania</i>	(Nadeo, 2003)

These games are arcade-style racers that have more of an emphasis on entertainment and absurdity with unrealistic vehicle handling than presenting themselves as serious driving simulations. They also feature bonus items, weapons and stunt driving (jumps, ramps, etc). *Mariokart* and *Street Racer* also feature a series of playable characters, each with their own unique characteristics. *Much Haste to Igford!* will contain all of these features as part of its core gameplay.

Additionally, the feel of the game has been inspired by the following TV shows, movies and literature:

<i>Wacky Races</i>	(Hanna-Barbera, 1968)
<i>Laputa: Castle in the Sky</i>	(Studio Ghibli, 1986)
<i>Sherlock Holmes</i>	(Warner Brothers, 2009)
<i>From the Earth to the Moon</i>	(Jules Verne, 1865)
<i>Twenty Thousand Leagues Under the Sea</i>	(Jules Verne, 1870)
<i>The War of the Worlds</i>	(H.G. Wells, 1898)

The list above shows a variety of inspiration from the larger-than-life stylised characters of *Wacky Races* to the Victorian urban environments of *Sherlock Holmes* and the plausible fantasy elements (and Steampunk precursors) of Wells and Verne's literature. All of these elements are combined in an attempt to make the steampunk-themed environment of *Much Haste to Igford!* an interesting and unique world that will add an element of individual charm and identity to the game.

LEVELS

Much Haste to Igford! for iOS platforms will contain **four race tracks** with their own distinct theme. Each track will be a circuit which will allow every level to make as much use of the in-game assets as possible. In addition, harder difficulty settings may require players to successfully complete more laps of each track.

***Much Haste to Igford!* List of race tracks:**

1 – Lumsden & Auchterlony (Rugby pitch & Industrial)

Lumsden and Auchterlony are working-class communities built around industry in the Upper Igford Valley. The cobblestone streets are narrow and tight and are shrouded in darkness where large viaducts span the hills around the maze of redbrick houses. This race track is a simple circuit set in the streets of Lumsden with the local rugby team's ground featuring as part of the course.

Theme: Urban/Industrial

Features: Off-road sections, jumps/ramps

2 – Dulton Pier (Seaside & Dockyard)

Dulton is Igford's coastal district and is a popular area for holidaymakers. Igford's industrial Dockyards are close by and players will have to navigate their way through busy warehouses and rickety piers, making sure they don't end up sinking into the waters of Glencorwyn bay!

Theme: Seaside/Dockyard

Features: Off-road sections, jumps/ramps, shortcuts/alternative routes, falling hazards

3 – Much Haste (Village & Farmland)

Much Haste is a small village located to the north west of the town of Igford. It is located on moorlands in the hills above the Igford Valley. This level will be rural in theme, with cottages and a church built around a crossroads, with stone walls and dirt tracks in the surrounding area. Part of this track may go through a farmyard and barn.

Theme: Rural/Countryside

Features: Off-road sections, jumps/ramps, crossroad collision hazard

4 – Glencorwyn Peninsula (Rural hillsides & cliffs)

The Glencorwyn Peninsula is an area of Caledonia largely untouched by heavy industry and the views from the coastal road are a sight to behold – but it can be treacherous at high speed!

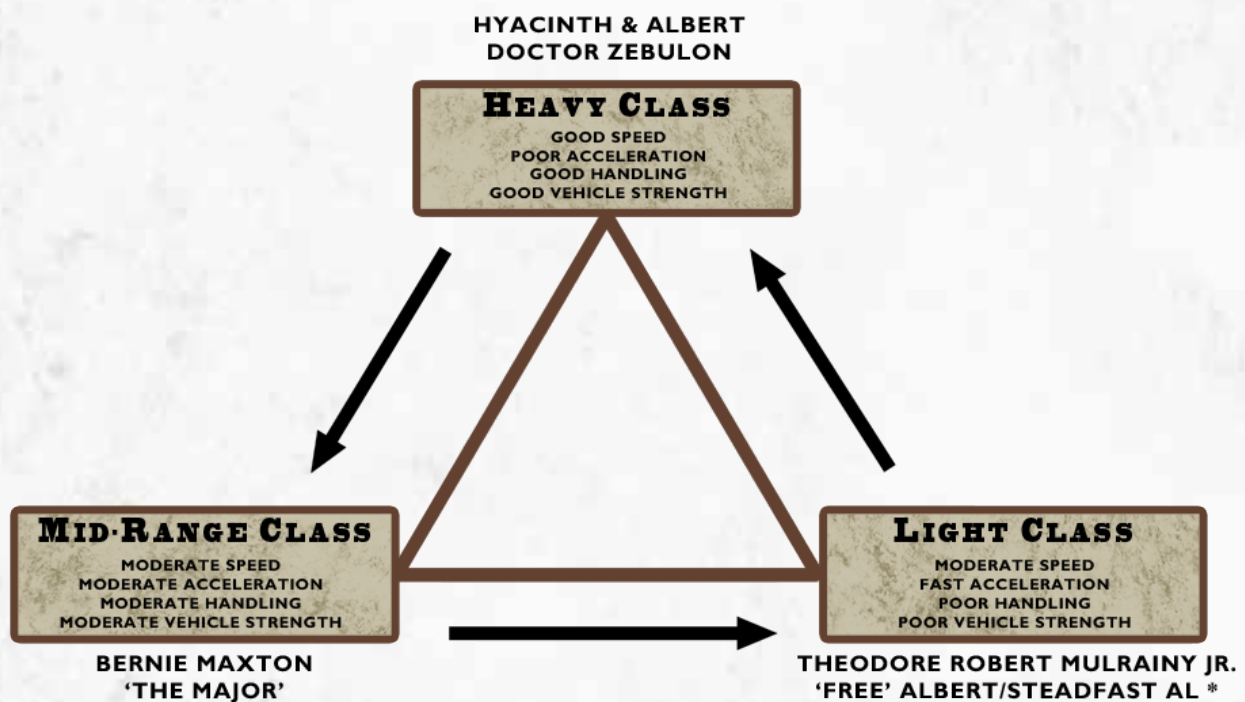
Theme: Rural/Coastline

Features: Dirt tracks, Off-road sections, jumps/ramps, falling hazards, possible environmental hazards, shortcuts/alternative routes

CHARACTERS & VEHICLES

Players will have a selection of vehicles and characters to play in *Much Haste to Igford!*. Characters and vehicles are not interchangeable – each one will have their own specific vehicle with specific handling characteristics.

These vehicles are arranged into a class-based system allowing players to select vehicles with different attributes – **Light**, **Mid-Range** and **Heavy**. Each class will have a different handling style and will have strengths and weaknesses that can be exploited by the other vehicle classes. This gameplay mechanic will have to be balanced to ensure that no one class has a distinct advantage over others and that gameplay is not affected negatively by vehicle attributes.



The above diagram illustrates the breakdown of vehicle classes in *Much Haste to Igford!*. Each class will have distinct handling characteristics but no one class should have an unfair advantage over other classes as this will break gameplay and lead to player frustration. When choosing which vehicle/character to use, players will have to decide tactfully which class best suits their playing style.

Note: There may be a 'story mode' that requires a player to play ALL races as a specific character. This may be developed in further iterations of the design document.

Much Haste to Igford! List of playable characters/vehicles:

LIGHT CLASS VEHICLES

Theodore Robert Mulrainy Jr.

Gender: Male

Age: 28



Theo hails from **Carcharbro**, one of Caledonia's most distant colonies in the southern hemisphere and fancies himself as a bit of a rogue and hustler. Essentially a well-intentioned conman, Theo's line of 'work' causes a slight internal conflict which shines through on occasion, allowing him to occasionally do the right thing in a crisis. However, he does succumb to temptation all too easily and is known to spend a lot of time indulging in his many vices in the more notorious areas of Igford such as Doxel and Maggleworth.

Theo has acquired his vehicle, the Samuel Sabre, while travelling across the Caledonian Empire and is very elusive when asked about exactly how it came into his possession. He has no engineering or mechanical skills of his own and has to rely on his persuasive charm to maintain his steam carriage, which may push him to his charismatic limits considering the amount of wear and tear his vehicle will undoubtedly suffer while taking part in the Igford Annual Steam Carriage Derby.

His inability to turn down a wager has resulted in the young Carcharbran creating some substantial debts among Caledonia's less reputable inhabitants, forcing him to live a life on the run from a growing number of impatient debt collectors. Despite this, in a move borne either out of reckless habit or sheer desperation, Theo has entered the Igford Annual Steam Carriage Derby, placing a bet that he can effortlessly beat all the other entrants. If Theo wins the derby or not, one thing is for sure - he won't have to worry about his gambling debts for long...

Vehicle: Samuel Sabre

Vehicle Characteristics: (Light Class) good speed with fast acceleration but with poor cornering.

'Steadfast Al' (Free Albert)

Gender: Male

Age: 46



'Steadfast Al' is an unlockable playable character and is not available from the start of the game. This character may be unlocked through completing a 'story mode' version of the game with Hyacinth Hepburn-Allsopp.

Steadfast Al is an alternative version of Albert (See **Hyacinth Hepburn-Allsopp** in the Heavy Class vehicles section) who is free of his wife's overbearing personality dominating his lifestyle. He is more sprightly and upbeat with a cheeky, daring manner.

Vehicle: The Steadfast Liberator (modified Rougefleur Beaucoupe)

Vehicle Characteristics: (Light Class) good speed with fast acceleration but with poor cornering.

MID-RANGE CLASS VEHICLES

Bernadette 'Bernie' Maxton

Gender: Female

Age: 34



Bernadette Maxton, better known as 'Bernie', is a focused and determined amateur engineer with a fascination with steam technology and engines. She is very much an independent and unconventional person who does not adhere to Caledonian social expectations for a lady of her age and is supported, somewhat surprisingly, by her partner Oscar Samuel Muycrosse to maintain this individuality.

With the help of Oscar she has spent the last two years building the Maxton Muycrosse Eighty-Eight, her very own steam car to compete in the Igford Annual Steam Car Derby. The Maxton 88 (as it is more commonly known) has become a familiar sight on the winding cobblestone roads of Lumsden and Aucherlony. She is often preoccupied and distant, lost in her own world of constant improvement and refinement of machinery, particularly her own steam carriage.

By winning the Igford Annual Steam Carriage Derby with her own hand-built vehicle, Bernie hopes to justify herself as a competent engineer in Caledonia's male-dominated engineering industries, enabling her to make her mark in the Empire's age of invention.

Vehicle: Maxton Muycrosse Eighty-Eight

Vehicle Characteristics: (Mid-range class) moderate speed, good acceleration, all-rounder

'The Major'

Gender: Male

Age: Unknown



The Major (as he insists on being referred to) is loud, abrupt, and eager to share his stories of battle and exploration with anyone who stands still long enough within earshot. He lives in an old inherited manor house on **Highbrooke hill** with his trusty (but utterly ineffective) guard dog, Sargeant. However, the Major can more often be found in the **Ruhmkorff Inn** in Lumsden, scrounging beverages from locals who aren't clever enough to avoid him.

He talks proudly and frequently of his expeditions and exploits in **Aikanaland**, though many people who have heard his lengthy tales of improbable exploits wonder if he has ever been – and question if Aikanaland even exists.

He has entered the Igford Annual Steam Carriage Derby for victory and glory in a vehicle of his own design and construction – a contraption he proudly calls The Indefatigable Thunderbuss Fivethousand. The Major has already started planning his highly embellished bluster of how he destroyed his opponents and went on to become the finest horseless carriage operator that the Caledonian Empire has ever seen.

Vehicle: "The Indefatigable" Thunderbuss Fivethousand

Vehicle Characteristics: (Mid-range class) good speed, moderate acceleration, all-rounder

HEAVY CLASS VEHICLES

Hyacinth Hepburn-Allsopp & Albert

Gender: Female (Hyacinth)
Male (Albert)
Age: (Hyacinth) 40
(Albert) 46



Hyacinth Hepburn-Allsopp is a wealthy and infamous aristocrat from Callaburgh who has taken an interest in competing in the Igford Annual Steam Carriage Derby. Her long suffering husband, Albert, exists only to cater for her every need and does so with nervous compliance.

Originally from a working class background, Hyacinth was the first born child of a cobbler and seamstress. Despite her humble origins, she had everything she could have wanted and became inadvertently spoilt by her parents.

As Hyacinth got older, her aspirations became more ambitious. After meeting Albert, a mild-mannered and reasonably successful man who inherited the Hepburn & Sons Engine building company, she was finally able to live the life of leisure as her husband took the company to new heights. Now estranged from her family, Hyacinth is an inverted snob who would prefer to keep her humble origins (and remaining family) a secret from the social circles she moves in. As far as anyone else needs to know, she comes from a background of significant high social standing and she will go to any lengths to ensure that her associate believe this to be true. In the meantime, Albert has become increasingly timid and introverted as Hyacinth's overbearing personality dominates every aspect of his life.

Hyacinth is very proud of her steam carriage – the Beaucoupe special was shipped to Caledonia from **D'autres Royaume** and has been modified by expert coachbuilders at her own expense. Between the never ending maintenance of her her social status and keeping Albert in line she finds every opportunity to make this fact known.

By winning the Igford Annual Steam Carriage Derby, Hyacinth will be able to proudly claim that she is the first female aristocrat to have ever won a race of this kind in the whole of the Caledonian Empire. Her reputation will precede her in upper-class social circles and people will finally forget all about the wretched details of her family background.

Vehicle: Rougefleur Beaucoupe Special

Vehicle Characteristics: (Heavy Class) Good handling, very good high speed, slow acceleration

Dr Zebulon Yada Orlo III

Gender: Male
Age: 57



Doctor Zebulon Yada Orlo is an eccentric inventor from the town of **Irgendwo** in **Jossain Muualla**, a small country to the east of the **D'autres Royaume Empire** famed for its scientific development. To this unusually friendly and approachable (but somewhat chaotic and scatter-brained) doctor, the Igford Annual Steam Carriage Derby is the perfect opportunity to test the newest iteration of his Patented Personal Transportation Dual-Monocle Module (PPTDMM) experiment and sees the other race entrants not as opponents, but collaborators who are supplying him with valuable data.

The research he obtains from this live exercise will be instrumental in finally perfecting his invention. With this, Doctor Zebulon can finally validate his work within the scientific institutions of Jossain Muualla.

There are some slight concerns about Zebulon's blackouts during races when he is interfaced with his vehicle via the dual-monocle system. Onlookers have reported a drastic difference in the mentality in Doctor Zebulon while racing, where he displays a similar aggressive mentality to the other entrants to the steam derby.

Vehicle: Patented Personal Transportation Dual-Monocle Module (PPTDMM) experiment no.42

Vehicle Characteristics: (Heavy Class) Good handling, very good high speed, slow acceleration

GAMEPLAY ELEMENTS

Much Haste to Igford! will contain gameplay mechanics that are similar to existing racing games with additional considerations given to iOS device implementation.

The racing part of *Much Haste to Igford!*s gameplay will be the same as any traditional racing game where a number of participants compete along a designated race circuit for a predetermined number of laps. The first participant to cross the finish line after completing these laps wins the race.

Additional arcade style-elements such as **item pick-ups**, the ability to **attack opponents**, **on-the-fly refuelling from water towers** and **shortcuts** along the race tracks will also feature in the game to add an element of excitement and enhanced interactivity between players and computer-controlled (AI) opponents.

WATER TOWERS

Water towers are located throughout each race track and are a vital part of the core gameplay. Each player will have to use these towers to ensure that their vehicle has enough water in its boiler to complete the race. **If players do not refill at the water towers, their vehicle will overheat and they will explode**, causing them to lose time and progress in the race (in 'normal' difficulty mode, players will respawn at the closest checkpoint rather than be eliminated completely from the game in this scenario).

Water towers are used by players driving under a designated area in front of the tower along the race tracks. Players will not need to stop to refill – this will be an instant change of state where water towers will refill a player vehicle's boiler completely. This should help maintain the hectic pace of the races.

Not every water tower will have to be visited while racing, so players will have to make a judgement as to whether they need to refill their boilers or to risk running empty while trying to beat their opponents to the next tower along the course. The intention is to introduce a risk-reward scenario where race participants can attempt to employ tactical decisions during the game that could help determine the outcome of the races.

MELEE ATTACKS

Much Haste to Igford! will contain a combat element that allows players to attack their opponents. However, this is a very localised melee attack only, (no ranged attacks or projectiles). This will hopefully act as an incentive for players to interact with one another at close range and should make the gameplay feel more exciting.

Melee attacks will be executed by pressing a button (or tapping the screen on iOS). If an opponent is within range of the attack, they will take damage. They will also be able to attack the player in the same way. If an opponent is not within range, the melee attack will cause no damage.

These attacks do not require the player to be in possession of any items, powerups or ammunition and have no limits of the number of times they can be performed while playing the game.

ITEMS & PICK-UPS

Item pick-ups appear as **crates** and will be located around each track and will have an effect on player vehicles in-game. **Pick-ups will appear on the race tracks at designated locations and are collected when vehicles collide with them on the track.** To improve visibility, crates may have an emissive texture applied to make them 'pop out' of the environment and appear brighter to players. In addition, crates may rotate on the floor if game testing requires additional focus to be placed on power-ups during gameplay.

There will be three general pick-ups available to all players (including AI) in the game:

"LOVELY CUPPA!" (Speed Boost – 'Teacup' Icon)

Temporary speed boost lasting 5 seconds. When a player is using a speed boost, water is consumed at the normal rate. Vehicle handling will be affected negatively when cornering using a speed boost due to the extra speed.

This power-up may be 'stored' and used when the player wishes (button TBC).

"BULLY!" (Unique Attack OR Extra Strength – TBC – 'Fist/Boxing Glove' Icon)

(NOTE: To be finalised at a later date – still being discussed)

EITHER:

Unique Attack Proposal:

Enables the player to use a melee attack unique to the character they have chosen. For example: Zebulon's unique attack, enabled by the 'Bully!' power-up would not be the same as Theo's unique attack, though both would be enabled by picking up the same crate.

Unique attacks will be defined in a later iteration of the design document.

OR:

Extra Strength Proposal:

Enhances strength of melee attack, named after the British nickname for corned beef. Players possessing the Bully pick-up will deal 20% additional damage to their opponents when attacking. The BULLY pick-up is temporary and effects on the player will disappear after 20 seconds.

This power-up may be 'stored' and used when the player wishes (button TBC).

“FULL STEAM AHEAD” (Health Refill – ‘Spanner’ Icon)

Repairs damage/refills water tank in player vehicle (similar effect to water towers but does not refill water meters completely). A power-up that heals the player, increasing their health by 25%. If a player is already at full health, this power-up is ineffective.



This power-up will be effective immediately on contact.

SHORTCUTS

Some of the courses may feature **shortcuts** that allow players to take diversions and save time, or catch up with other opponents. These shortcuts will have to be designed so that they do not imbalance the gameplay, with a possible **risk and reward system** in place which may involve having to go an extra distance without refuelling at a water tower, or shortcuts with hazards that increase the risk of damaging their vehicle, etc.

NOTE: Specific shortcuts will be defined in a later iteration of the design document.

ALTERNATIVE GAME MODES

Alternative game modes have been considered but are not confirmed and may be focused on in further detail in a later iteration of the design document. Harder difficulty modes such as Elimination and Last Man Standing may be described at a later date.

ELIMINATION:

A 30 second countdown timer will feature in this game mode and players will have to race against each other in an attempt to get to first place. When the countdown reaches zero, the player in last place is eliminated and the countdown timer is reset to 30 seconds. This action will repeat until only one player is left, making them the winner.

LAST MAN STANDING:

This mode focuses on player vs. player combat. Each player automatically has the

'BULLY' power up as a permanent state (as opposed to a temporary power-up in the 'normal' game).

VEHICLE ENHANCEMENTS

Vehicle enhancements have been considered but are not confirmed and may be focused on in further detail in a later iteration of the design document. This feature could potentially increase replay value but also raises some issues about gameplay balance.

Enhancements/upgrades to player vehicles may feature in the game, possibly using a 'leveling up' system where players can improve certain characteristics of their vehicle. This may limit a player to enhance a single set of features (such as vehicle handling or greater endurance against opposition attacks) as opposed to allowing them to improve their vehicles generally.

FRONTEND & MENUS

SPLASH SCREEN

Much Haste to Igford! will feature a splash screen displaying the UDK/Unreal logo. The 2010 demo features a modified version of this video in an Edwardian sepia filmreel style, though Epic Games may have specific requirements on how their logo is presented in games developed with their technology.

A second splash screen should also feature the GamesLab Wales logo and the Evil Corporation Games logo. This will be in the style of tattered posters on a brick wall in order to maintain visual coherency with the title screen and the rest of the game.

TITLE SCREEN

The title screen of the game will feature the game title plus images of game elements (vehicles, characters, environments). This may be an 'action' shot designed to excite and appeal, or a montage of scenes from the game

Moving imagery may also be a consideration, involving pre-rendered looping footage of the game including vehicles moving at speed through the race tracks. This would be more engaging than still images but may be affected by technical limitations of the iPad hardware.

Buttons on Title Screen:

Start Game

Selecting 'start game' will take player to the Game Mode screen.

Options

Selecting the Options button will take the player to an Options screen where they will be

able to adjust the volume of game audio and in-game music. **NOTE:** Other options may be added to this screen in further iterations of the design document.

Quit/Exit Game

Selecting this option will exit the game and return the player to the desktop.

Credits

Selecting the Credits button will take the player to a credits screen that lists the names of the development team and what roles they had in the production of *Much Haste to Igford!*. There will also be a link to the game's Facebook Page and website on this screen.

Purchase App (iOS only)

This button will only feature on the FREE demo of the iOS game version. Selecting this option will direct the player to the Apple App store where they have an option to purchase the full version of the game.

GAME MODE SCREEN

The Game Mode screen will offer players a choice of which game mode to play and offer them a difficulty setting (Easy, Medium, Hard). Alternative game modes may be a consideration on this screen but have not been finalised (See Alternative Game Modes in this document). Once the player has chosen their difficulty setting / game mode, they will be taken to the Character and Vehicle Selection Screen.

CHARACTER & VEHICLE SELECTION SCREEN

Note: These screens will be developed in further iterations of the design document.

Ideas for visual presentation for these screens include:

- Circle/rotational select screen on starting line (PC version)
- Posters on wall?
- Picture frames?
- Prerendered videos for iOS

GAME LEVEL

After a player has selected a vehicle to use they will be taken to the game level and the race will begin.

Note: This will be developed in further iterations of the design document.

Ideas for visual presentation includes:

- Intro animation (UDK Matinee-style camera pan or short pre-race cutscene prior to the actual race)

CUTSCENE/NARRATIVE IDEAS

CHARACTER INTRODUCTIONS & MOTIVATIONS

There are **five main protagonists** in the *Much Haste to Igford* racing game with an additional as a secret character to be unlocked throughout the game. Each one of these characters will have an introductory animation for the beginning of the story mode part of the game (as outlined in the game design document).

INDIVIDUAL STORY OUTLINES

Bernadette 'Bernie' Maxton

Bernie has entered this year's derby to prove herself as a competent female engineer in this male dominated age of invention. However, due to a last minute act of suspicious sabotage, possibly from fellow competitors of the Horseless Carriage derby, Bernie must work through the few remaining days before the race to get the *Maxton 88* back into working order. If successful, on top of trying to win every stage of the derby, she will spend the remainder of the long race from *Much Haste* trying to identify the culprit.

Theodore Robert Mulrainy Jr.

Theo, being a consummate gambler and womanizer, is on the run from debt collectors and irate husbands – not for the first time in his life. After hearing of the prize to be obtained from winning the *Much Haste to Igford Horseless Carriage Derby* Theo sets off on one last all-or-nothing wager with his impatient debt collectors calming he'll win the race with his newly acquired *Samuel Saber* which, he was assured by its previous unlucky owner, is the fastest horseless carriage in the Caledonian Empire.

'The Major'

Whilst spending yet another lonely night in his family's formally grand though now hideously rundown mansion, "*The Major*" reaches what can only be described as rock bottom. In his slightly inebriated state he imagines the large portrait of his deceased parents in the grand hall of the mansion looking down on him disapprovingly, shamed by the way he has squandered the family fortune. However, as he sits in the house, depressed, with his (slightly dead) dog *Sergeant* he learns of the horseless carriage derby (and its prize) from a discarded Igford-post newspaper. Realizing that this prize and the prestige of winning the competition could restore his family heritage to its former glory, he

theatrically announces to the portrait of his parents that he shall construct his own carriage and win the derby.

Hyacinth Hepburn-Allsopp & Albert

After arriving on the Igford dock, with her newly acquired and custom built *Rougefleur Beaucoupe Special*, Hyacinth makes it known to all who will listen that she will be the first female horseless carriage operator to win the *Much Haste to Igford* horseless carriage derby. However, after learning that there will be another female carriage operator entering the derby, Hyacinth shares her disappointment with her long suffering husband, Albert. Hyacinth points out that should Albert not ensure that she wins the derby (by any means possible) he may have to deal with the painful repercussions himself. With his wife's shrill disapprovals ringing in his ears Albert sets out late one night to the workshop of Bernadette Maxton.

Dr. Zebulon Yada Orlo III

Dr. Zebulon has travelled far from his home in Jossain Muualla to prove his theories on *Human and Mechanical Contraption Integration* (HMCI) by entering his *Patented Personal Transportation Dual-Monocle Module (PPTDMM) experiment no.42* into the derby. Dr. Zebulon's generous and friendly nature makes it easy for him to make friends in this new land with the Igford community and those gathering for the derby displaying genuine interest in Zebulon's recollections of his scientific discoveries on the other side of the world. However, when conducting tests on the run up to the derby, his new found friends discover that when Dr. Zebulon is interfaced with *Experiment 42* his friendly demure evaporates, leaving what some have described as a cold, calculated, machinelike being. As the start of the derby approaches many begin to wonder whether Zebulon has control over *Experiment 42*...or if it is the reverse that is true.

Steadfast AI (Unlockable Character)

After failing to sabotage Bernie's *Maxton 88*, Albert is victim to yet another of Hyacinth's disapproving vocalizations which on this occasion call into question Albert's intelligence, his validity as a man as well as his parentage. Unfortunately this conversation takes place during a test drive of the *Rougefleur Beaucoupe Special* along one of the more treacherous mountain roads on the outskirts of Igford which results in the *Beaucoupe* running fowl to one of the deep ditches along the roadside. Miraculously Albert escapes the "accident" unscathed, however, Hyacinth is confined to a local hospital bed in a full body cast unable to talk or move for the next few months. During a visit to his wife's bedside, Albert informs Hyacinth that he has constructed a single seat carriage from the wreckage of the *Beaucoupe* and intends to win the derby in her honour. Taking her muffled and incoherent screams as her approval of his intentions Albert leaves the front of the *Igford Memorial Hospital*. As he walks down the street from the hospital entrance his posture and stance gradually change until he is smiling and walking tall for what seems like the first time in many years.