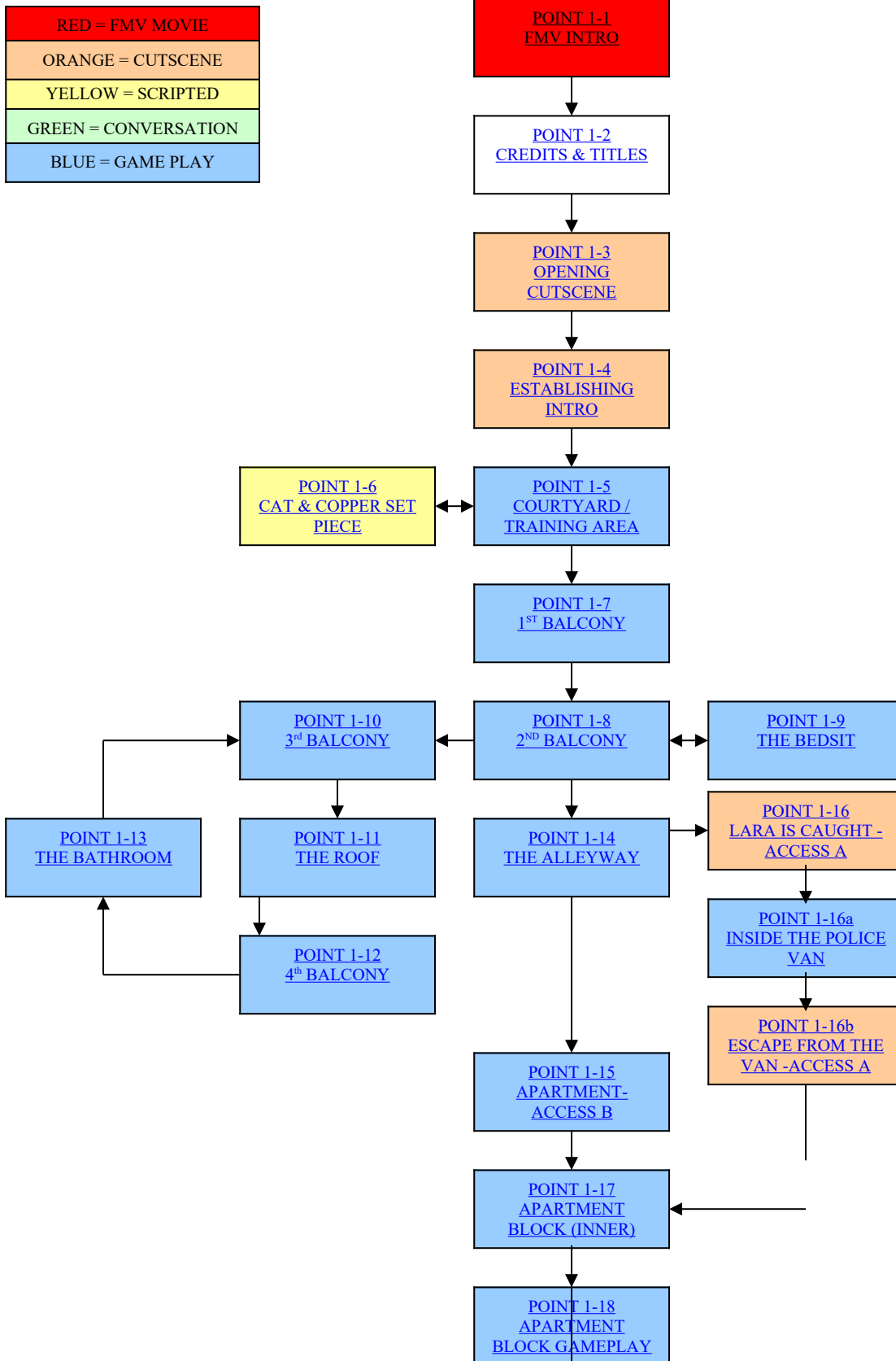
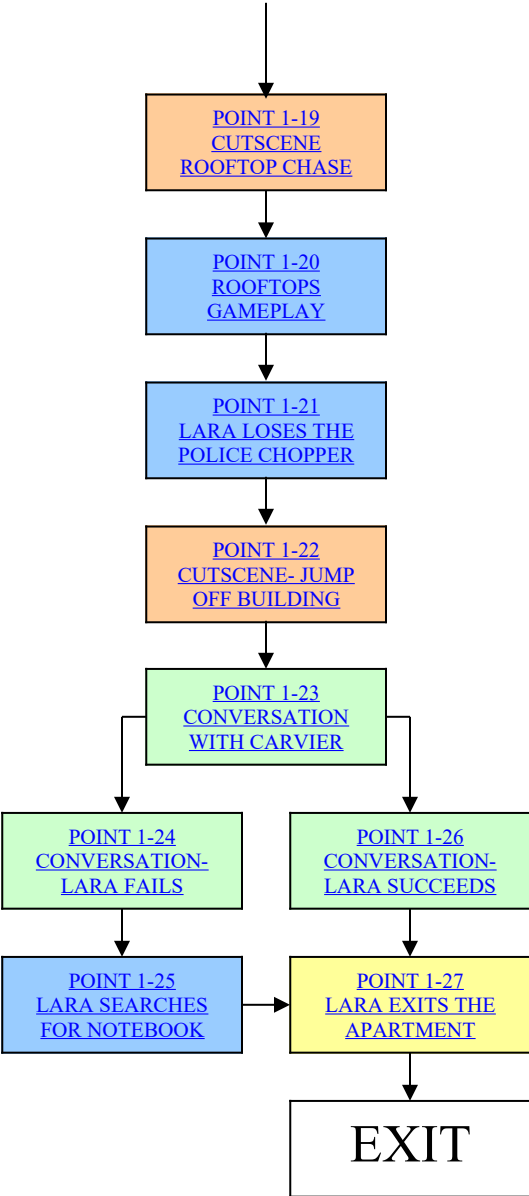


LOCATION 1 – PARIS BACKSTREETS





POINT 2-1  
CUTSCENE- TRAIN  
CARRIAGE – INT.

LOCATION 2 – PARISIAN GHETTO

POINT 2-2  
GAMEPLAY-  
NOTEBOOK

POINT 2-3  
THE RAILWAY  
SIDING- EXT.

POINT 2-5  
MAIN STREET  
AREA

POINT 2-4  
CONVERSATION-  
THE TRAMP

RED = FMV MOVIE
ORANGE = CUTSCENE
YELLOW = SCRIPTED
GREEN = CONVERSATION
BLUE = GAME PLAY

POINT 2-6  
CONVERSATION-  
THE DEALER

POINT 2-7  
CONVERSATION-  
JANICE

POINT 2-17, 2-17b  
CONVERSATION-  
THE CAFÉ OWNER

POINT 2-17a  
ATTEMPT TO TALK  
TO KURTIS

POINT 2-19  
SERPENT ROUGE  
STAGE ENTRANCE

POINT 2-21  
SERPENT ROUGE  
GROUND FLOOR

POINT 2-22  
DJ BOOTH

POINT 2-23  
1<sup>st</sup> FLOOR

POINT 2-24  
UNSAFE LIGHTING  
RIG

POINT 2-18  
CONVERSATION-  
THE JANITOR

POINT 2-20  
SERPENT ROUGE  
GARAGE ENTRY

POINT 2-32  
THE MAUSOLEUM-  
LARA BREAKS IN

POINT 2-31a  
DOBERMANS  
ATTACK

POINT 2-31  
INSIDE THE  
CHURCHYARD

POINT 2-5a  
EVADE CAPTURE  
AT ROAD BLOCK

POINT 2-6a  
KURTIS ON HIS  
HARLEY

POINT 2-34  
THE CHURCH GYM  
(UPSTAIRS)

POINT 2-38  
THE CHURCH  
CRYPT HIDE-OUT

POINT 2-38a  
THE RATS ATTACK

POINT 2-43 & 2-43a  
LARA IS  
SUCCESSFUL

POINT 2-8 to 2-12  
THE PAWN SHOP-  
DANIEL RENNES

POINT 2-14  
THE KIOSK-  
BUY ITEMS

POINT 2-5b  
USE METRO  
TUNNELS

POINT 2-36  
LARA WINS THE  
FIGHT

POINT 2-35  
WAGER FIGHT FOR  
THE WATCH

POINT 2-39  
THE MONSTRUM  
VICTIM

POINT 2-40  
RETURN MATCH  
WITH HEAVY

POINT 2-41 & 2-41a  
LARA CONFRONTS  
BOUCHARD

POINT 2-16  
GAMEPLAY- FIND  
PAWNABLE ITEMS

POINT 2-13  
LARA WITNESSES  
KURTIS IN ACTION

POINT 2-15  
THE HERBALIST-  
BUY ITEMS

POINT 2-37  
LARA LOSES THE  
FIGHT

POINT 2-44  
RETURN TO THE  
PAWN SHOP

POINT 2-45  
RENNES IS DEAD  
IN BACKROOM

POINT 2-45a  
LARA CHECKS HIS  
BODY

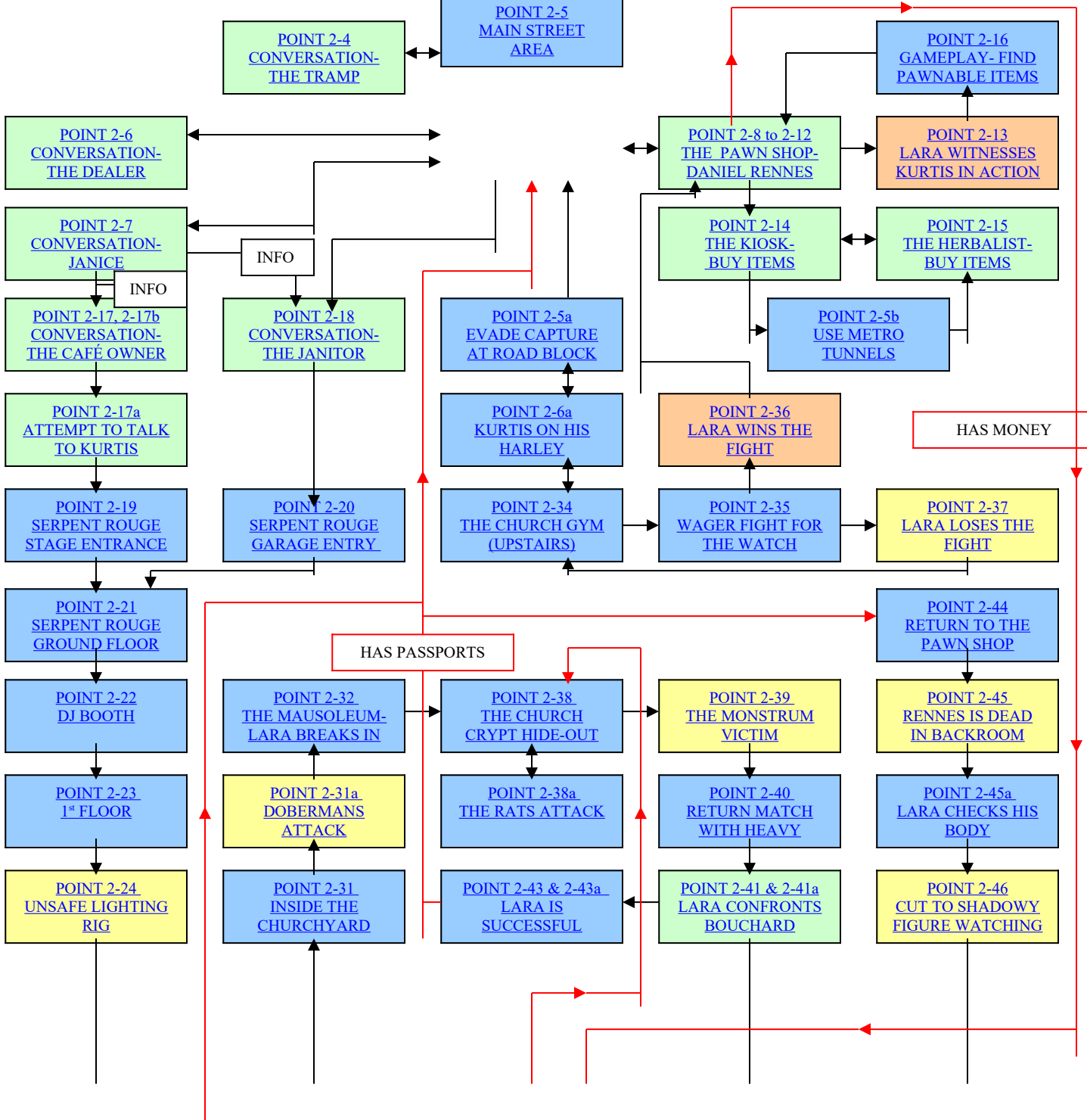
POINT 2-46  
CUT TO SHADOWY  
FIGURE WATCHING

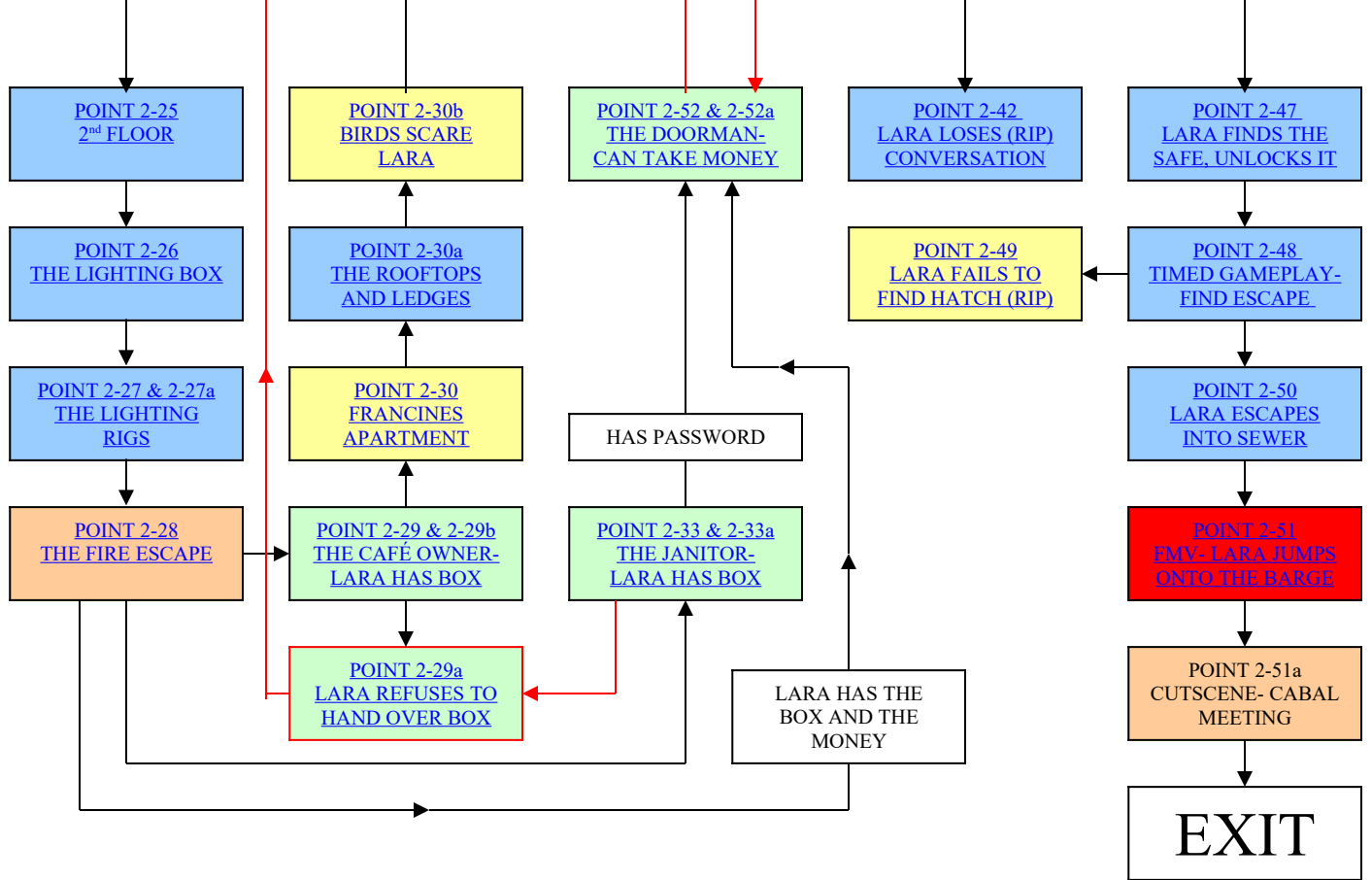
INFO

INFO

HAS MONEY

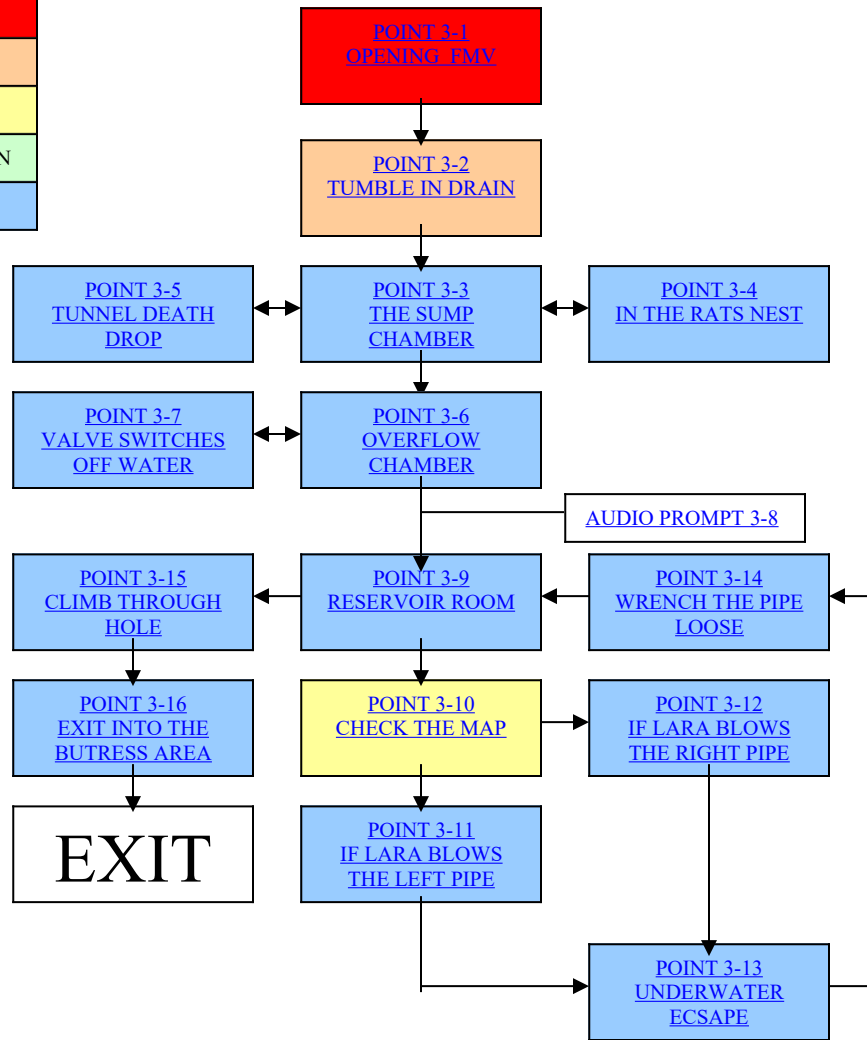
HAS PASSPORTS



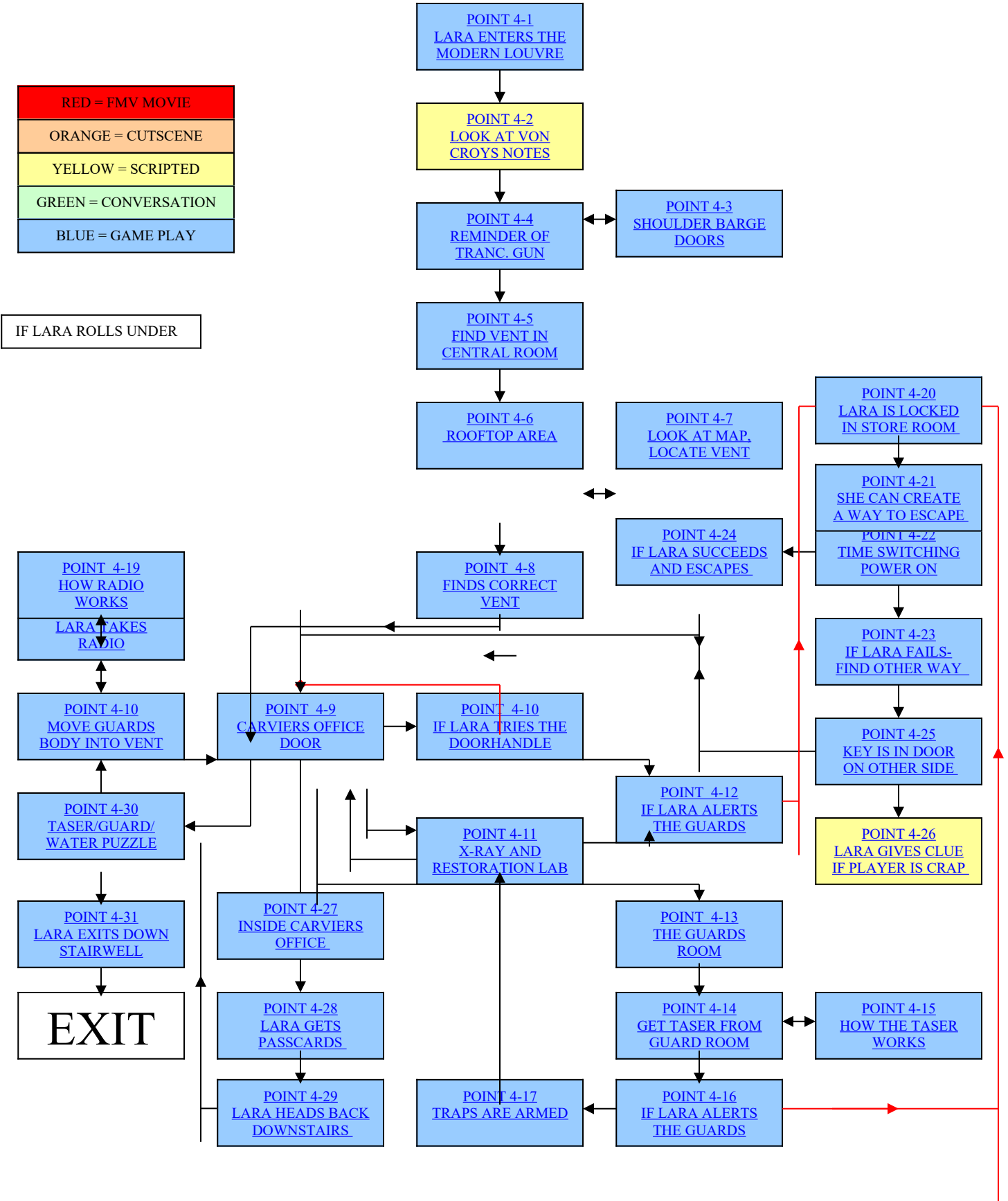


## LOCATION 3 – THE LOUVRE SEWERS

RED = FMV MOVIE
ORANGE = CUTSCENE
YELLOW = SCRIPTED
GREEN = CONVERSATION
BLUE = GAME PLAY

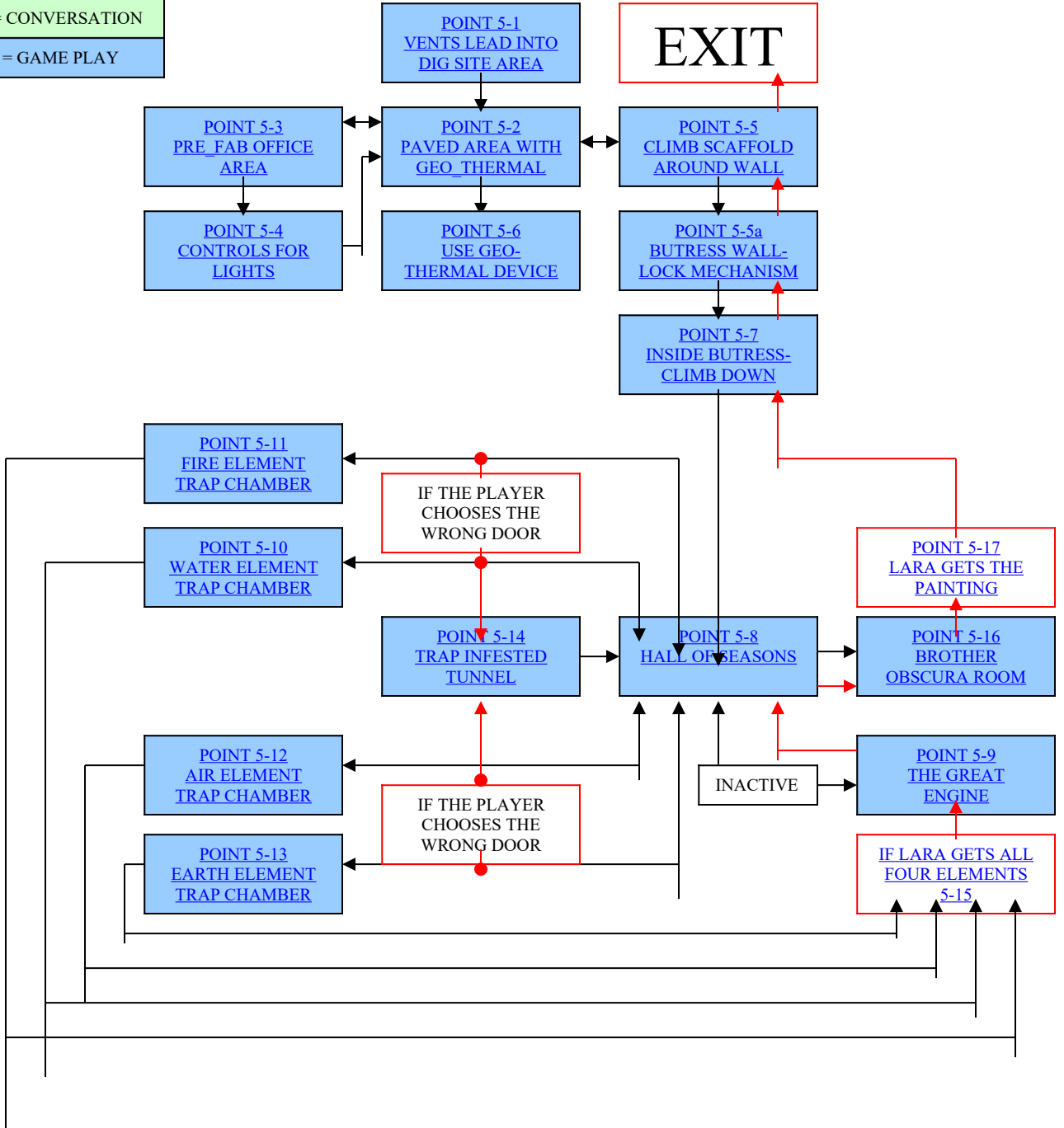


# LOCATION 4 – MODERN LOUVRE AREA 1

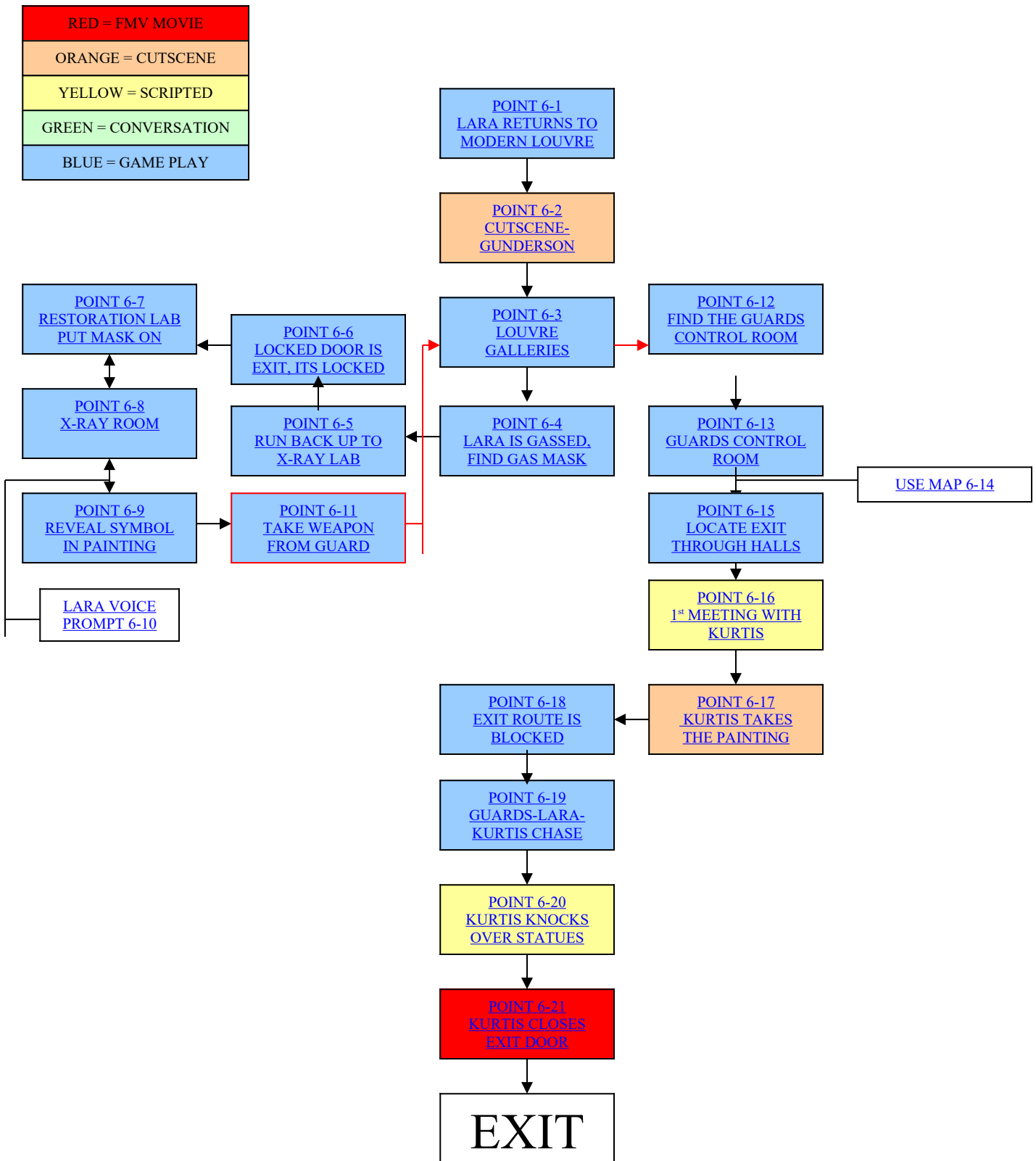


# LOCATION 5 – THE ARCHAEOLOGICAL DIG

RED = FMV MOVIE
ORANGE = CUTSCENE
YELLOW = SCRIPTED
GREEN = CONVERSATION
BLUE = GAME PLAY



# LOCATION 6 – RETURN TO THE LOUVRE GALLERIES





# LOCATION 7 – VON-CROY’S APARTMENT

RED = FMV MOVIE
ORANGE = CUTSCENE
YELLOW = SCRIPTED
GREEN = CONVERSATION
BLUE = GAME PLAY

