

## PC CUTSCENES & OTHER

- Dog in Paris 1 has no chain as he pulls against the wall.
- Wrong type face for the Level Screens
- Bouchard in Paris 2H conversation, still has handcuffs on which he's not supposed to have on till Prague 1

Ref.	BUG FIX	BUG	LEVEL	FINAL
IG 1.16	Mapper's	Walls are missing reversed sides, as Lara closes door from the inside.	Paris 1 <i>Chased by Cops</i>	
CS 1.22	?????????	Camera is set to a wider view? Can see the business card pop into view.	Paris 1C <i>Lara in Skip</i>	
CS 1.22D			Paris 1B <i>Lara enters the apartment</i>	✓
IG 1.24	Prog ...	Sound is shot in cut scene. Much too low	Paris 1B <i>Carvier Hands over the book</i>	✓
IG 1.25	Prog ...	Sound is shot in cut scene. Much too low	Paris 1B <i>Lara in Carvier's. Bad result</i>	✓
IG 1.26	Mapper's	Double Objects. Door that cops burst through has its in game version still turned on	Paris 1B <i>Cops burst in and arrest Lara</i>	
IG 1.27	Mapper?	Missing cop car in alley-way. Not vital, but in the PS2 version.	Paris 1 B <i>Lara Jumps from the window</i>	✓
IG 2.1			Paris 2. 1 <i>Lara wakes on the train</i>	✓
IG 2.6		Cant access the cut scene. Told by tester that everything is there, but...	Paris 2.1 <i>Kurtis on his bike</i>	
IG 2.52 Now played from conversation			Paris 2.3 <i>Guard Opens Gate</i>	✓
IG 2.27		Dropped from the game	Paris 2 B <i>Lara Looses Gun</i>	
IG 2.44	Mapper	Wrong Map. Supposed to be smashed up pawnshop. Eckhardts glasses are solid	Paris 2 C <i>Pawnshop</i>	
CS 2.51	Prog	Played fine, but it has had Kurtis and some effects vanish on other occasions. Played from the in load level version.	Paris 2 C <i>Lara's blown from the pipe</i>	✓
CS 2.51A Runs from Previous Cut-scene	Prog	Cant Access the scene <i>Could be to do with the error message from previous scene. Sent to Duncan. When played through the CS version, it worked with out sound, and some objects need reversing. Picture on wall, lamp in middle of table.</i>	Paris 2 C <i>Cabal meeting</i>	
IG 2.42			Paris 2 H <i>Bouchard Kills Lara</i>	✓
IG 5.16			Paris 5 - 1 <i>Lara enters the Crypt</i>	✓
IG 6.66		Secondary objects haven't been turned off.	Paris 5 – 3 <i>Floor Collapse Room</i>	
CS 6.2		Works without sound.	Paris 4 A <i>Gas Room</i>	
CS 6.16		No sound.	Paris 4 A <i>Shooting Glass Cabinets</i>	
CS 6.21 Linked from 6.16		No sound. Missing Dan's morph effects at end.	Paris 4 A <i>Lara Chases Kurtis</i>	
CS 6.21B		No sound	Paris 4 A	

Linked from 6.21			<i>Bouchard and Lara in the Car</i>	
		FMV – FLASHBACK		✓
CS 7.19		No sound	Paris 6 <i>Dead Assassin</i>	
IG 8.1		Is it supposed to be snowing?	Prague 1 <i>Arrive in Prague</i>	✓
IG 8.11			Prague 1 <i>Knocking out Bouchard</i>	✓
IG 8.18	Mapper	Base of chair is missing	Prague 1 <i>Handcuffs swinging</i>	
IG 8.21		Double objects and missing background. Though this might be solved by actually playing to the cut-scene as opposed to jumping through the menu.	Prague 1 <i>Find Bouchard's body</i>	✓
CS 9.1		Cant access it	Prague 1 <i>Luddicks car arrives at Strahoff</i>	
IG 5.55		Double objects	Prague 2 <i>Crane in warehouse</i>	
CS 9.12		Missing graphic symbol that Eckhardt draws on wall.	Prague 2 <i>Luddick dies</i>	
IG 9.15		Missing effects as door opens. Not major, but...	Prague 2 <i>Lara studies map</i>	✓
CS 9.15B Linked from 9.15		No sound. Missing effect of blood splatter on glass, but not important	Prague 2 <i>Proto escapes</i>	
IG 10.4		Missing gas in last couple of shots...	Prague 3 <i>Lara's gassed</i>	✓
IG 7.77		Double objects on plant and doors	Prague 3 <i>Plant closes door</i>	
IG 8.88		Double objects on plant and doors	Prague 3 <i>Plant opens doors</i>	
CS 10.8		Missing backgrounds, sky etc.	Prague 3 <i>Boaz gets it</i>	
CS 10.14		No sound. Play from the level load version, and its fine.	Prague 3 <i>De Con chamber</i>	✓
CS 12.1		Works fine from level load version. CS version has no sound	Prague 4a <i>Lara meets Kurtis and shoots Patient</i>	
IG 12.6		Double objects of the glass door turned on	Prague 3A <i>Lara gets into the wetsuit</i>	
IG 14.6A		Colour part of special effect is missing. (No reds)	Prague 4 <i>Far Sight</i>	
IG 11.11			Prague 4 <i>Guard gets dragged away</i>	✓
IG 11.22		Some missing double sided faces under the table, missing red eye effect for the Proto.	Prague 4 <i>Scientist gets it</i>	
IG 11.40		Missing backgrounds, though I think that's the skip to cut-scene bug. Play through and it should be fine. But missing effect of proto's red eye.	Prague 4A <i>Meet Proto</i>	
IG 14.6B		Far sight effect is working, except it isn't red.	Prague 4A <i>Far sight</i>	
IG 8.2			Prague 4A <i>Proto Dies</i>	✓
CS 13.9			Prague 5 <i>Thrown To Boaz</i>	✓
IG 12.14			Prague 5 <i>Lara gets out of wetsuit</i>	✓
CS 14.4A		Played from level load	Prague 5 <i>Boaz Fly appears</i>	✓
CS 14.6		No effect on the curig-yi? Was there on the	Prague 5	✓

		PS version?	<i>Kurtis Stabbed</i>	
CS 15.10		Played from level load	Prague 6 <i>Eckhardt gets power</i>	✓
IG 15.12			Prague 6 <i>Eckhardt gets stabbed first time</i>	✓
IG 15.13			Prague 6 <i>Eckhardt stabbed Second time</i>	✓
CS 15.14		Special morph effect is missing. Also, should the other two daggers still be sticking out of his chest as the third is stabbed in his head? They're missing.	Prague 6 <i>Eckhardt Dies</i>	
		FMV – REVELATIONS		✓
IG 15.15		Has background changed, he feet seem to land through floor.	Prague 6 <i>Karel floats down</i>	✓
IG 15.16			Prague 6 <i>Lara runs for the sleeper</i>	✓
		FMV – END		✓
IG 15.24 From 15.14			Prague 6 <i>Karel flies away</i>	✓
IG 9.99			Prague 4 <i>Proto runs through roof</i>	