

**ALL LINES – PRAGUE****LARA SPECIFIC:**

Gp-8.1 -- LARA ARRIVES IN SNOW BOUND PRAGUE AND PARKS 4X4.

There must be warmer places than this to get chased by police.

Another cold, dark city. Great!

Another cushy job.

Don't you just love this weather.

Welcome to Prague.

Gp-8.8 -- SHE SEES BOUCHARD IN VASILEY'S CELLAR..

Bouchard! I said I'd take care of you later.

Gp-8.9 – IN VASILEY'S PREMISES TRYING TO OPEN A DOOR.

It won't budge. I'm not strong enough yet.

Gp-8.13 – THE WOODEN & BRONZE MOSAIC IN VASILEY'S.

Looks like some kind of calendar and that's a Lux Veritatis symbol.

Doesn't look like the Engraving's in here.

I need to look elsewhere.

Gp-8.17 -- LOOKING AT THE CONTAINMENT HELMET IN VASILEY'S.

I'm sure I recognise this.

I saw a sketch of this at Carvier's.

I saw a sketch of this at Von Croy's.

-- LOOKING AT A NEPHILIM STATUE

A Nephilim figurine. Early Turkish from central Cappadocia I'd guess.

Gp-8.18a – BOUCHARD HAS DISAPPEARED FROM THE RADIATOR & CUFFS.

What th'...?

Where's he gone?

Gp-8.21a – LARA FINDS BOUCHARD'S BODY..

What the hell's going on around here?

Gp-9.1 – SEEING CRATES IN THE STRAHOV LOADING BAY.

Those crates are from Turkey, Cappadocia.

Gp- 9.8 – A GUARD DOG GETS FRIED ON INVISIBLE LASERS.

Invisible lasers – nasty.

Thanks Fido.

I didn't order hot dog.

**Gp-9.9 – LARA SEES THE HUGE STONE BLOCKS IN THE STRAHOV**

**That's not any script that I know.**

Gp-9.15a – LARA IN THE SECURITY CONTROL ROOM LOOKING AT THE COMPUTER SCREEN MAP.

I wonder what needs that kind of security to keep it in.  
 Wouldn't you know it. My route goes through that Bio Dome.  
 It's a long way round, unless I can shut the power off to that section.  
 I'll shut the whole lot down to be sure.  
 That's it. Better get moving whilst the grid's down.

**Gp-9.16 – LARA SHUTS THE POWER DOWN.**

**I must move quickly, the grid is down.**

**Gp-10.3 – LARA EMERGES FROM THE DE-CON IN TRAD GEAR, SHORTS, TIGHT TOP AND ARMED.**

It's good to be back.  
 OK, let's kill something.  
 Bring on the bad guys.  
 I'd forgotten how much I missed this.  
 Wear what's comfortable I always say.  
 Dressed for the job.  
 Feels good to be packing again.

**Gp-10.6 and**

**Gp-10.10 – MEETING MUTANT VINES AND CRITTERS IN THE BIO-DOME.**

Great, broccoli with attitude.  
 The grass in here needs cutting – badly.  
 Who's a pretty boy then.  
 Where's a good lawnmower when you need one.  
 C'mon, let's see what you can do.  
**You like biting things – bite this!**  
**You guys should play together.**

**Gp-13.2 – THE VAULT of TROPHIES.**

Just for once it'd be nice to walk into a room and not have the statues try to kill me.

**Gp-13.4 – THE TAPESTRY IN THE VAULT OF TROPHIES WITH ECK'S CONTAINMENT SUIT DEPICTED.**

**I've seen this before.**

**Gp-13.5 LARA HAS THE 5<sup>TH</sup> OBSCURA PAINTING.**

**All I need to do now is destroy it.**

**Gp-13.6 THE VAULT STARTS TO ROCK AND SHAKE**

**Uh oh.**

**Gp-15.1/15.5 – CHASING AFTER ECKHARDT**

**Running won't save you Eckhardt!**

**Gp-15.4 – ECK IS CHANGING ICE AND LAVA ELEMENTS.**

**That Glove is the source of his power.  
 He can change anything.**

**Gp-15.10a WHEN LARA SHOWS ECK SHE HAS THE SHARDS**

Scary huh! For you!

Gp-15.12 – LARA TACKLES ECKHARDT IN HIS LAB.

Have to use the Shards.

Gp-15.15 – FIGHTING KAREL TO STOP THE SLEEPER AWAKENING.

Using the Shards'll stop him.

I need the Glove to fight him.

Bullets only weaken him, the Shards'll finish him off.

**KURTIS SPECIFIC:**

Gp-11.7 – KURTIS HEARS A TECHNICIAN WORRIED ABOUT FIXING A LIFT TO THE SUB LEVELS.

I need to get to sub level 6.

Gp-11.11 - HE SEES THE PROTO DRAG OFF A GUARD.

Another goddamn demon to kill.

And I thought this would be one of my easy days.

Why are things never easy.

Gp-11.16 - K SEES A CONTROL ROOM BEYOND A DOOR HE MUST OPEN.

I need to get inside there.

Gp-11.17 – KURTIS PROMPT TO USE HIS FARSEEING ABILITY.

I can farsee what I need here.

My farsee ability will help here.

Gp-11.19 – THE BABOON VIVISECTION LAB.

What the hell have they been up to in here?

What have they been breeding in here?

How far did they get with this stuff?

Gp-11.21 – CANTEEN AREA, TOTAL BATTLE ZONE.

Send me back to the Legion.

Raw meat on the menu - again.

Nice décor.

Looks like happy hour.

**It's a kill zone in here**

Gp-11.21a – SEEING TANKS WITH SPECIMENS IN AND BEGINNING TO REALISE WHAT'S BEEN GOING ON.

My god, they've actually created a Proto Nephilim hybrid!

Gp-11.25 – SEEING THE VARIOUS STAGES OF MUTANTS CREATED.

This looks bad. Real bad.

What are they up to?

Whatever it is it's serious.

Oh no.

These guys have been real busy.

**SEEING THE SLEEPER DIAGRAM ON LAB WALL.****So, they've got the Sleeper. They really are insane.**

Gp- 11.28 – HE MUST JUMP THE ROTATING BLADES OF A HUGE FAN.

If I time this just right...I can get through.

Gp-11.32 – K SEES TWO GUARDS TALKING ON THEIR RADIOS.

I could use these two as bait.

Gp-11.37 – THE PROTO'S CONTAINMENT CHAMBER.

(Kurtis is cynical and pissed off at Lara )

So this is where they kept the Proto – till they lost power – good work Lara.

They managed to keep the Proto in here – till they lost power .

Clever girl Lara, you've let the Genie out.

Gp-11.40a – K GETS THROUGH A DOOR JUST AHEAD OF THE PROTO.

That was too close!

Yeah, livin' on the edge! Phew!

I need a holiday.

Gp-11.41 – K FACES UP TO THE PROTO, A LAST STAND, CALM, DEFIANT.

Alright, let's see what you got, chimp boy.

No more running – it's showtime!

OK, deal the cards. Death takes all.

Time to die, Monkey!

C'mon Bobo, don't be shy.

End of the line. Let's dance!

OK ugly, just you and me.

Gp-11.42 – K KILLS THE PROTO AND CAN RESTORE THE POWER.

Right, let's power up.

Time to get the power on again.

**Gp-12.1 – TALKING TO LARA AFTER DEALING WITH THE PROTO.****Eckhardt! We have business that only one of us will walk away from. You?****He must be stabbed with all three Shards.**

Gp-14.4a – KILLS THE BOAZ THING – BUT THE FLY HATCHES.

That - wasn't - so – hard!

Oh gimme a break!

You must be kiddin'.

Gp-14.6 – THE DYING BOAZ STABS KURTIS. HE KILLS IT WITH THE CHAKBLADE BEFORE HE FALLS.

Bitch!

**Goddam bug face!****Witch!****Hag!****Rot in hell!**

**KURTIS GENERIC:**

I musta been real bad to deserve all this.  
 I get all the dirty jobs.  
 I gotta ask for a rise.  
 That's my demon quota for today.  
 Ya never know what to expect in this job.  
 Why are things never easy.  
 Special jump here.  
 I hate it when they do that.  
 Three strikes and OUT!  
 I hate this job. All the hassles and none of the perks.  
 Ooh, that's gotta hurt.  
 Sorry to cut you off.  
 Take me back to the legion.  
 Ha, last word to me!

**LATIN-TYPE CHANTS WHEN INVOKING PSYCHIC POWERS:**

"Luceat eais in materia virentis.  
 Volare incipit ab initio ad scopus.  
 Maxima vires ad incrementum."

**KURTIS SFX**

Laughing.  
 Fighting impacts  
 Dying

**OTHER CHARACTERS**

Gp-8.7 - THE 2<sup>nd</sup> HENCHMAN IN VASILEY'S IF LARA TAKES OUT ONE OF THE HENCHMEN.

Hey, what's going on? Are you OK?

Gp-9.1 - STRAHOV GUARDS IN THE LOADING AREA.

Report in area 2.  
 Perimeter guard where are you?  
 All clear.  
 Perimeter check – all clear.  
 Halt!  
 Got a runner here control.  
 Say again.  
 Get up against that wall you.  
 Another driver under arrest control.  
 Gates secure.  
 Bring him in.

Gp-9.2 – WORKERS IN THE LOADING AREA.

Get those crates over here.  
 Where's that delivery manifest?  
 No sign of Janko still. Three days he's been missing now.  
 Is this the latest Turkish consignment?

Hey, don't park there clambrain.  
This must be the last of the crates.

Gp-9.14 – STRAHOV GUARDS IN A CONTROL ROOM.

Hey that's my mug.  
Who left this on my goddam seat?  
Quit hagglin' you two.  
Who's got the paper.  
Where's the coffee?  
Two more runners today.  
Did they catch 'em?  
Oh, sure.  
What happens to these drivers.  
No one sees 'em around here again that's for sure.  
Have you done your paperwork yet?  
No one sticks at their jobs these days.  
I used to drive a truck once.  
Yeah, I heard. Ended up drunk in the river.

Gp-11.7 – A TECHNICIAN WORKING ON THE LIFT, WORRIED.

That's right. The security system is shut down.  
I have no idea why. That's not my job!  
Why is it shut down?  
We got lights and communications but nothing else.  
Get me some help down here.  
I don't care where the generator is. I'm not going down to level 6.  
Don't tell me not to panic!  
They're like sitting ducks down there.  
Get me some power.

Gp-11.10 – INMATES SCREAMING IN THEIR CELLS.

Lemme out!  
Don't let it get me!  
Open the doors!  
Keep 'em away!  
Don't leave me here!  
Please no! Noooo!  
Save me!  
Various screams, dying, choking, whimpering, running away, short, long etc

Gp-11.17 – TWO GUARDS IN A SMALL ARMOURY ROOM.

All we got left is the auxiliary power.  
Just the bare essentials working.  
Yeah, I'm real glad this post is essential huh.

Gp-11.32 – TWO GUARDS TALKING NERVOUSLY INTO THEIR RADIOS.

We've closed off the east exit. We're heading back towards you.

Gp-11.33 – A GUARD IN THE MAZE SEEN BY KURTIS.

[RECORD AS BOTH CALM & PANICKED.]

There's someone in there with you guys.  
 Another escaped lunatic.  
 Leave him. The Proto'll get him when it's trapped in here.  
 He sure doesn't look like one of the inmates.  
 You guys better get outta there. We just spotted the Proto.

**Gp-11.36 – GUARDS & TECHS SHOUTING AS THEY TRY TO CLOSE THE MAZE DOOR.**

It won't close!  
 It's jammed!  
 Get the power on!  
 Slam the lever! For god's sake!  
 It's not working!  
 Do something – quick!

**ECKHARDT EXTRAS**

**Gp-15.14a**

**ECK THREATENING VON CROY IN FMV FLASHBACK**  
 (German/Nephilim for 'Your usefulness is over.')

“Dein nutzwert ist abgelaufen.”  
 “Ken-ack akee morgu.”

**Gp-9.12/15.14a**

**ECK KILLING LUDDICK/VON CROY & CHANTING**

“Nole-hiin fooay kar-allial.”  
 “Bar-kay kiim hatoo dem lama-llial.”  
 “Choonek ol gash-akoo fenn-aka-kee.”  
 “Sheeli-kar umi-nash okee-puhr chak.”

**Gp-15.10a**

**ECKHARDT FIGHTING & DYING**

Don't struggle.  
 You are already dead.  
 You can't win. I'm immortal.  
 I can't die.  
 I will harvest your organs.  
 Surrender to your fate.  
 I will rule the Nephilim darkness of mankind.

**ALSO:**

Snarling, screaming defiance, screaming pain  
 Quiet laugh, maniac laugh  
 Breathing with exertion, gasping  
 Impacts, grunting, coughing, choking, gurgling,  
 Dying-short, dying-long.

**BOAZ GETS PUSHED INTO THE POD**

**Gp-10.8 – AS ECKHARDT GRABS BOAZ AND GIVES HER TO THE POD**

Ahhhh, pleeeeee nooooo!!  
 Whimper...

It wasn't my fault.  
 I'm loyal.  
 Give me a chance.  
 Not the pod, no, no!  
 Agh, agh - and variations (muffled inside the pod)

**Gp-13.9 - BOAZ AS THE MONSTER**

(These lines are not intended to be intelligible – a voice from the hell dimensions, kind of thing; spits and hisses, with Martin-added distortions)

Hiiiiiiiii.  
 Ssspiiiiiiiii! (SPITS )  
 Diiiiieeee iiiinnn paaaaaiiin! (DIE IN PAIN)  
 Huuuuurrrrr the fleeeessshh! (HURT THE FLESH)  
 Poiiiiiiiii and paaaiiinmn! (POISON AND PAIN)  
 Ssssstaaaaabbb and sssslaaaassshh! (STAB AND SLASH)  
 Rrrriiiiiipp and bliiiiiinnnd. (RIP AND BLIND)  
 Aaaaanguuiiiissh and sssstiiiiing. (ANGUISH AND STING)  
 Sssssuffeeerrrr, yeeessssss sssssuffeeerrr. (SUFFER, YES SUFFER)  
 Buuuuurn aaaawaay ssssooooffttttt sskiiinnn. (BURN AWAY SOFT FLESH)  
 Ssssscreeeeam foor meeeee. (SCREAM FOR ME)  
 Veeritaaaatisssss maaaaaggoot. (VERITATAS MAGGOT)

**MULLER BEING THROWN INTO THE PIT & KILLED BY BOAZ**

Gp-13.9

Please, no!  
 I'm loyal.  
 Give me another chance!  
 Noooo!

**KAREL EXTRA LINES WHILST FIGHTING LARA**

Gp-15.14

You are too late mortal.  
 The most powerful of us all awakens.  
 We will harness the forces of Hell!  
 Nothing can stop us!  
 Our time has come!  
 We Nephilim were once beings of light! (as he turns into pure energy)  
 NO! We are destined to rule!  
 Aaaaarghs etc