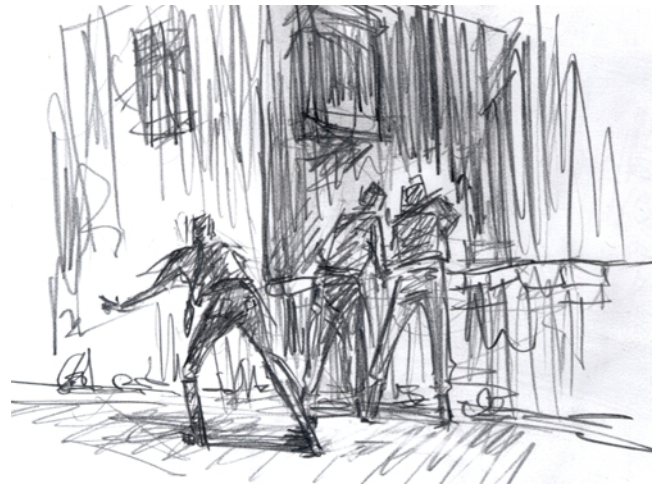


Paris game play

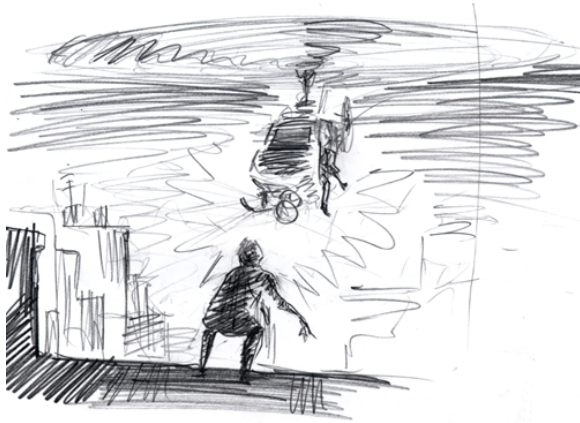
1/ Intro/ PARIS STREETS – dark, angular shadows, rainswept - film'7'.

Half playable – half cut scene with credits

Lara is on the run chased by the police - Lara can use new stealth gameplay to avoid the them

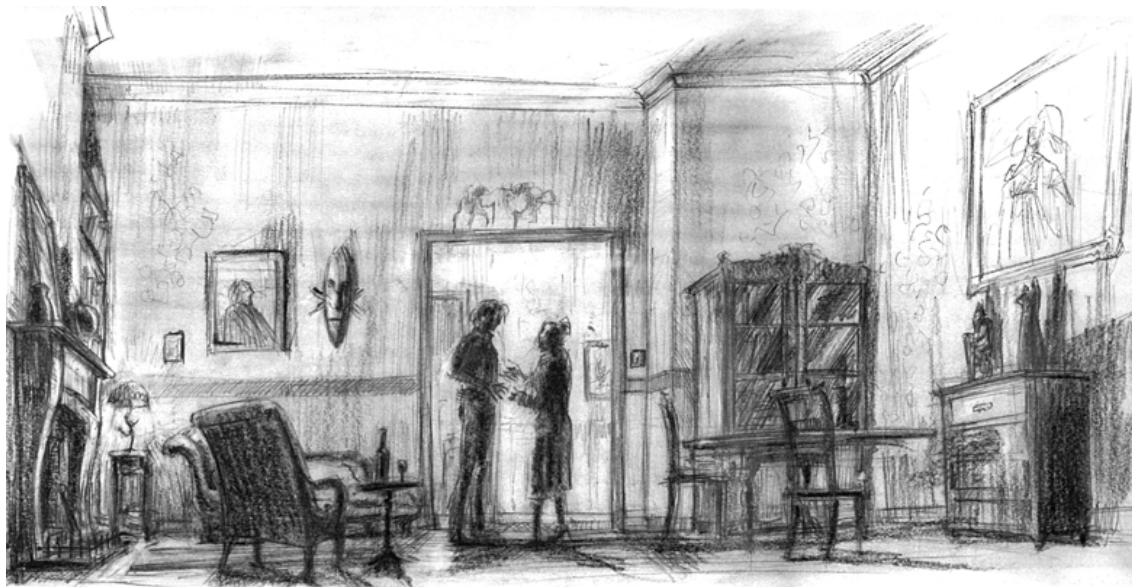


- Over the Police shortwave we hear Lara is a murder suspect
- We see a newspaper board highlighting the words 'MONSTRUM KILLING'



Lara must traverse the back streets and the rooftops to reach her destination, Pursued on the roofs by a police helicopter, which she must somehow lose She is trying to find an apartment, whose address is written on a piece of paper that she is carrying

2/ CARVIER'S APARTMENT



Lara meeting Madam Carvier



Carvier's Apartment

- Lara tells Carvier that Von Croy is dead
- Carvier has heard about a Monstrum killing on the news – puts the two together – uncertain of Lara
- Lara has no clear recall of events at Von Croy's – fragmented images
- Carvier says Von Croy was fearful because of a 14th century Obscura Painting he was tracing for a client - Eckhardt
- Lara has to trick or persuade Carvier out of the notebook

3/ STREET LOCATION – a place to keep low till the next day – café, warehouse.

Lara reads Von Croy's notebook. It mentions:

- the client's name, Eckhardt, who is after a Painting
- The Louvre – where an Obscura Painting might be.
- Le Serpent Rouge – a night club
- Louis Bouchard – a Parisian gangster
- Odd symbols
- A second Obscura Painting – in Prague, Mathias Vasiley

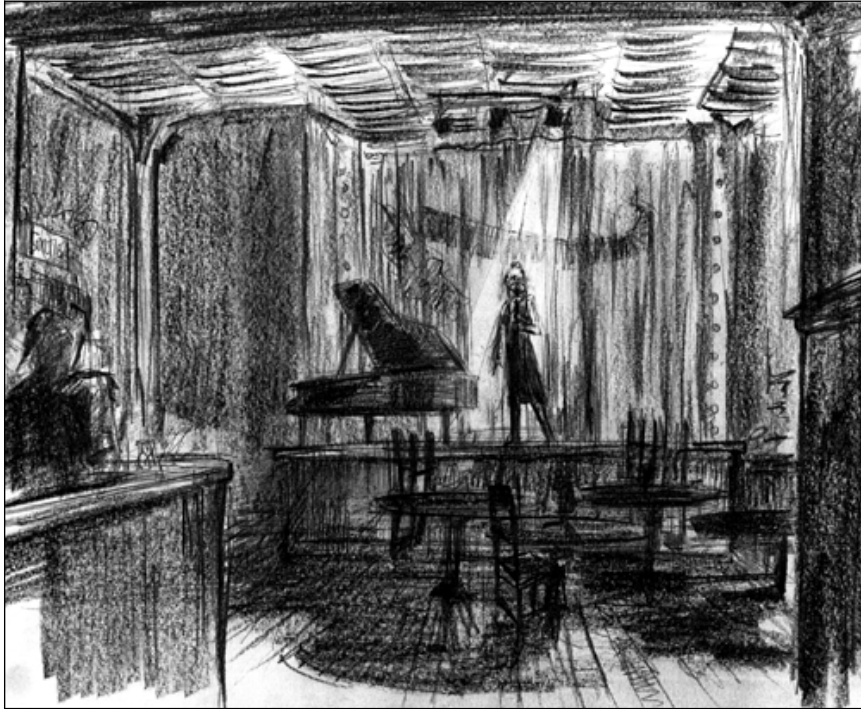


LARA ADDS HER OWN NOTES TO VON CROY'S NOTEBOOK She can refer to this throughout the game.

4/ NEXT DAY

- Lara talking to various street characters asking for:
- Le Serpent Rouge
- Louis Bouchard

- Possibly cashes/pawns sovereigns for francs?



Interior of the Serpent Rouge

5/ Le Serpent Rouge, where Lara will find Bouchard – has to disarm guards to get to him.

- Bouchard admits helping Von Croy
- Bouchard and Von Croy discussed the Painting
- Lara explains she needs to get into the Louvre





- Bouchard gives Lara the same contact as he gave Von Croy for Louvre maps – in exchange for information on the killer
- Bouchard's own men are being killed by someone
- all 'business' is suspended because of increased police activity and the faceless killer

One of Bouchards men after a run in with the Monstrum

***GO TO BOTH OF THE NEXT LOCATIONS IN ANY ORDER**

6/ SEEDY GYMN – Fight Club, Snatch – an underworld front



Exterior Of Gym (Deconsecrated Church)

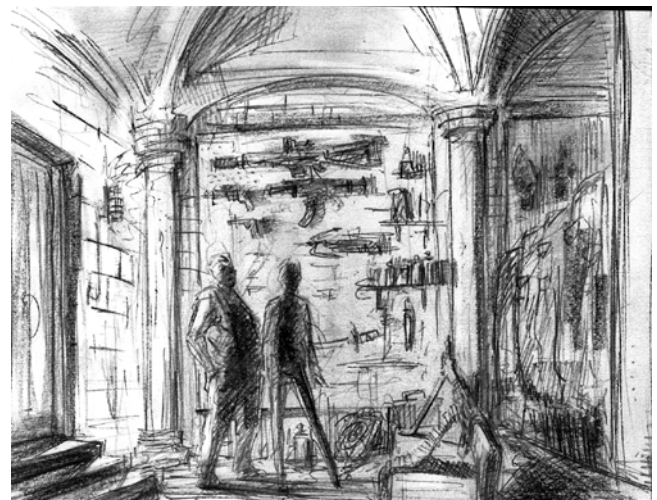


Interior of Gym

- Lara has to meet Anton Gris, the owner of the gym, who will supply her with the equipment she needs to get into the Louvre, at a price...

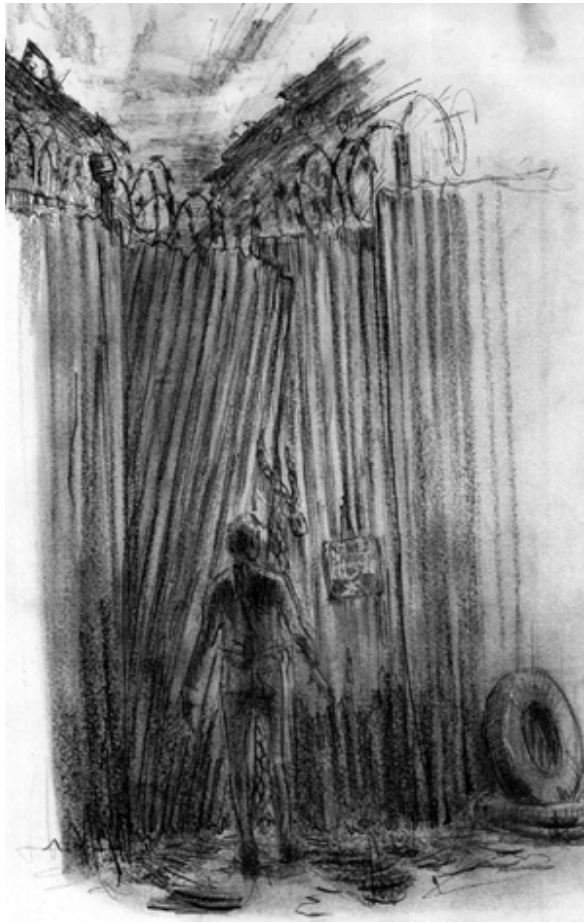


Anton Gris

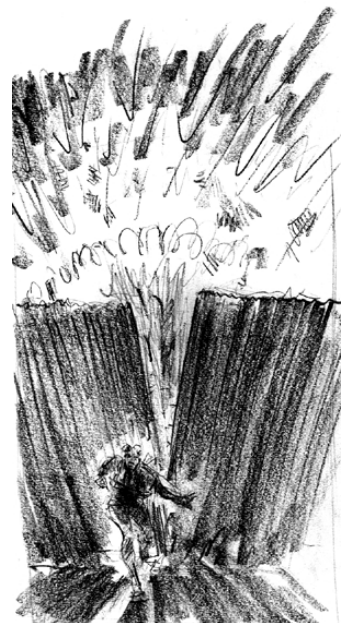


Lara and Gris in the equipment room

7/ THE FORGER – Gene Hackman in ‘Enemy of the State’, totally paranoid – everything is wired to blow.



The Forgers Den is hidden in an old scrap metal yard, protected by dogs and booby traps

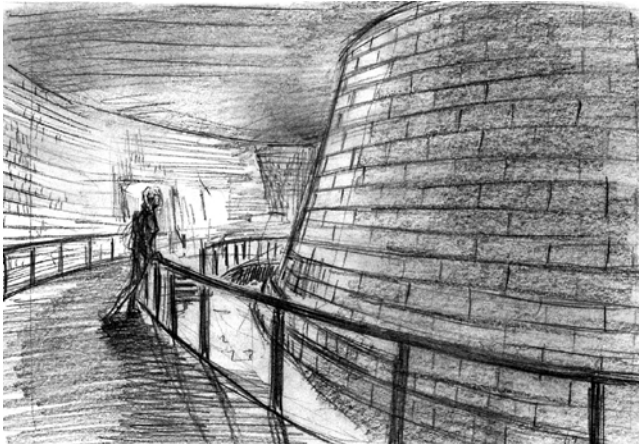


- Lara gets the Louvre maps– same as Von Croy did
- The forger blows the place when the police turn up

8/ THE LOUVRE



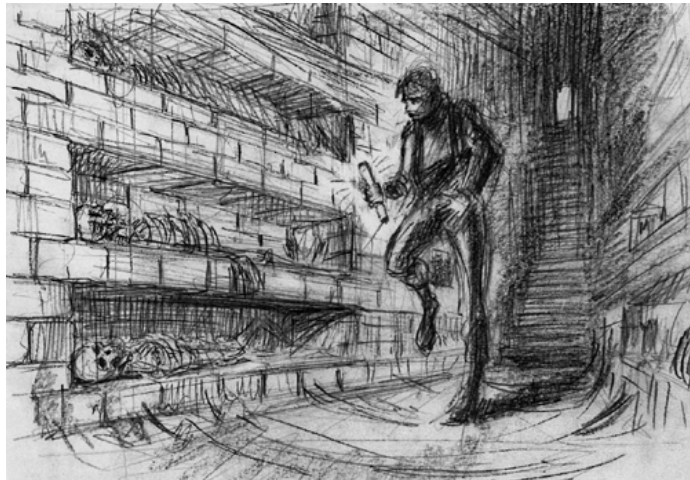
- Lara enters through tunnels from the river
- She is watched by a mysterious figure as she briefly emerges from the river.



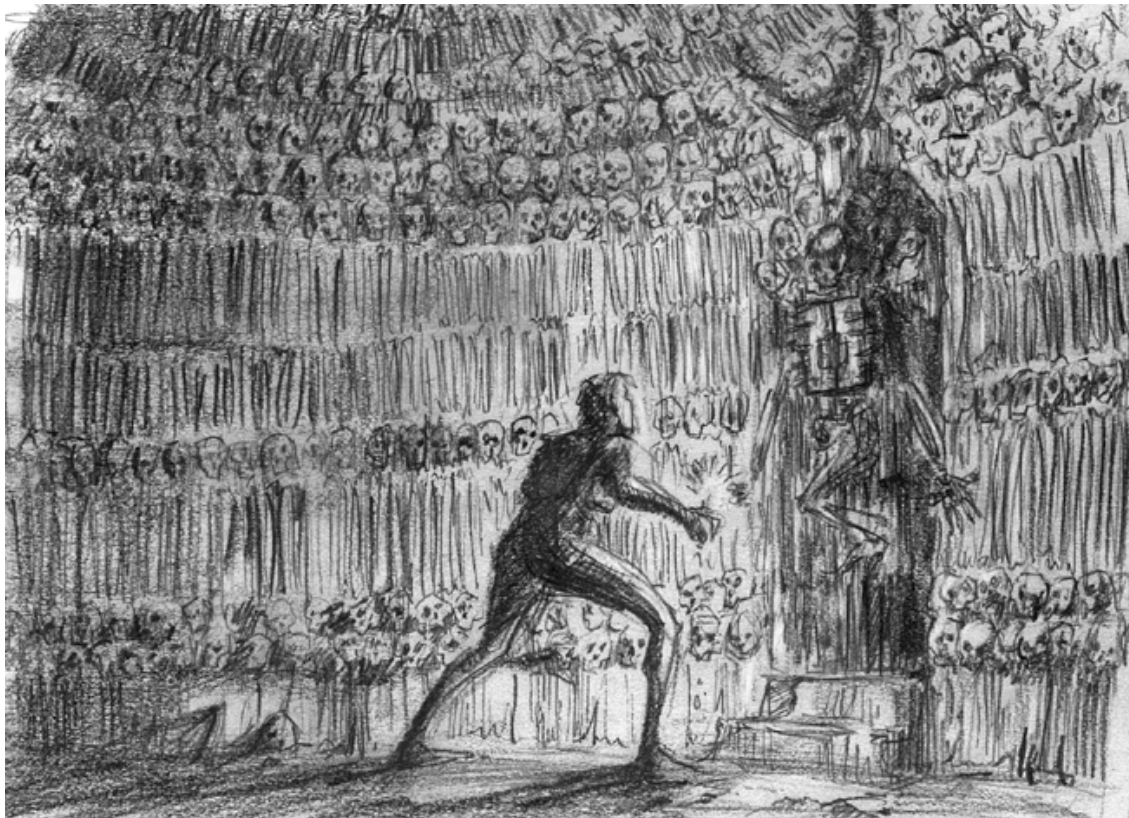
- Uses maps to get into recent archeological excavations
- Von Croy thought the painting was buried here

9/ GETS THE PAINTING

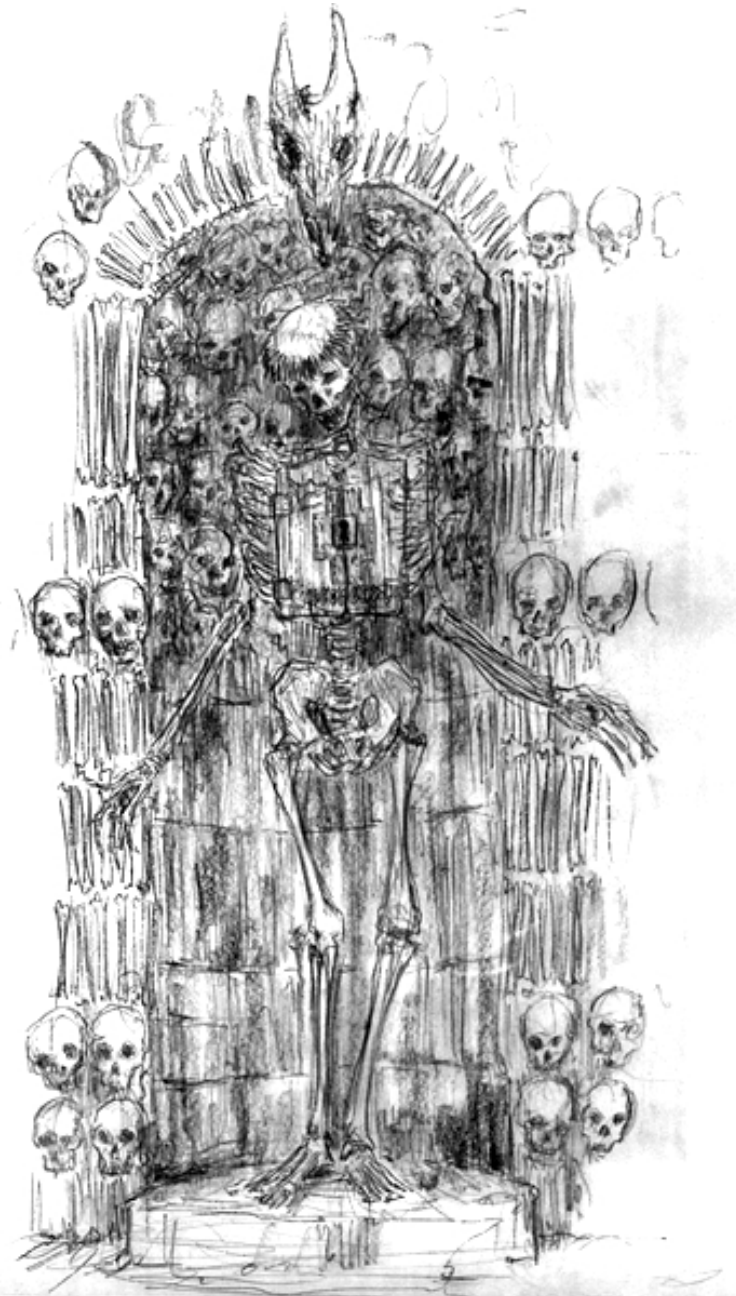
- Solves the puzzle, gets the painting – classic Tomb Raider territory
- In disturbing the ruins the escape route collapses (caused by the stranger?)
- Must exit through the modern part of the Louvre



The site houses the remains of plague victims



Lara will find the painting inside an Ossuary



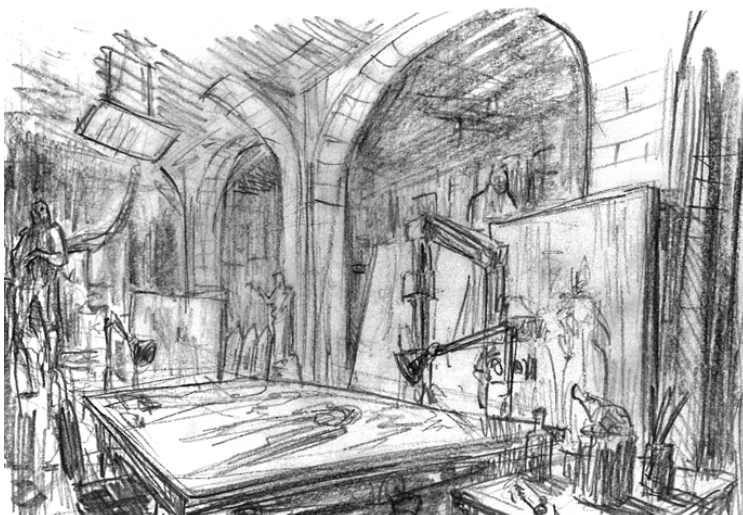
The painting will be hidden inside the remains of Brother Obscura, the monks punishment for disobeying his orders and making copy's of the paintings he was meant to be hiding.



Gargoyle positioned outside the crypt holding the painting, Medieval representation of the Nephilm

10/ MORE CLUES

- Going through the main Louvre building provides more opportunities for information on the painting's history etc – e.g. hidden symbols



Art restorers workshop, where Lara can find further clues to the origins of the painting and what lies beneath it.

Lara learns in Carvier's office that Von Croy borrowed the Obscura Engravings - documents relating to the Paintings signed out in his name



Carviers Office

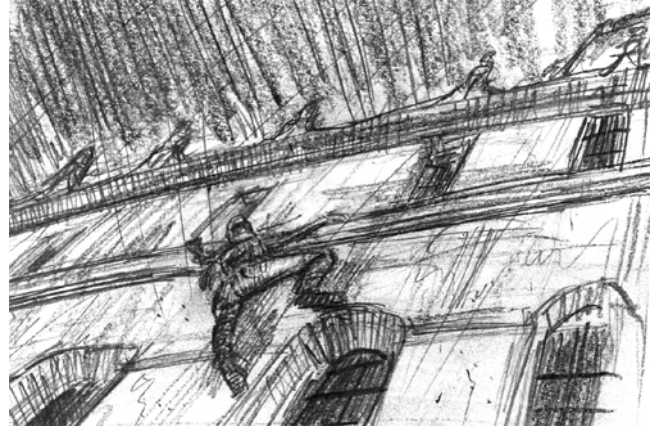
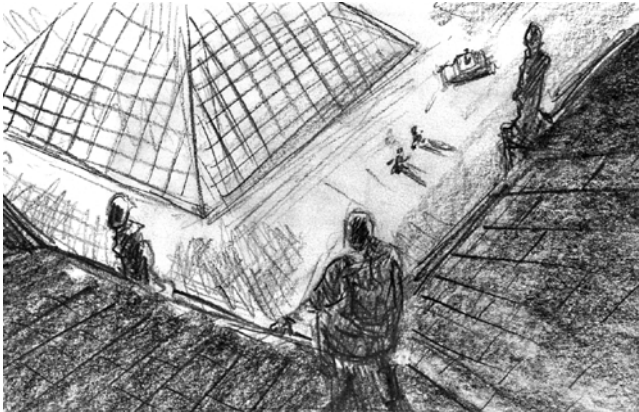
11/ GUARDS



Lara makes use of the guards' control room to clear an escape route. Lara must evade the Louvre Guards who will have been alerted by the commotion below. She will have to use stealth and cunning to do so as she can not "take out" these men, who are after all just doing there job.

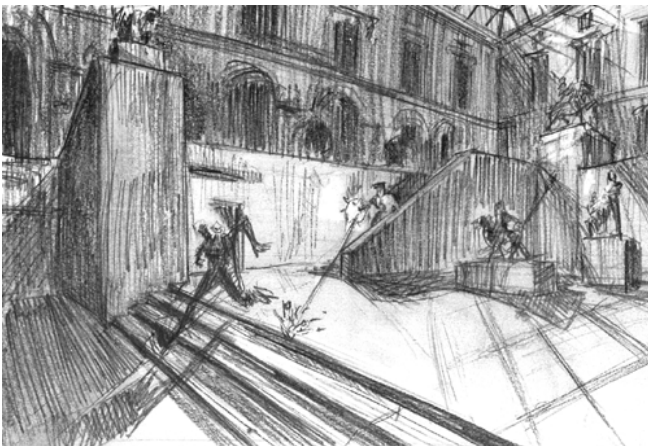


She will have to make her way through the various areas of antiquities, including the Egyptian area (freak out time). Her exit may be via the roof of the museum, allowing her to demonstrate her new climbing abilities



12/ Capture.

Should Lara fail to evade the guards then a whole different scenario will be played out ;



Should Lara be captured she will be led away to be kept in a make shift holding room whilst the guards wait for the police to arrive...



from which she must escape once more...



Once Lara escapes from the Louvre the mysterious stranger (Kurtis) will accost her and will forcibly take the painting from her.

Cut-scene: we see the stranger with the painting being coshed out in the street by an unseen assailant as he leaves the Louvre. It's Shapeshifter in an unremarkable identity. A tracking shot follows him carrying the painting going behind a Parisian poster pillar and emerging on the other side in the guise of

one of Bouchard's thug heavies. (This is the first clear Sh'shifter signal. All others so far have been much subtler.)

13/ OUTSIDE THE LOUVRE – some time later, after Lara has escaped.

- Lara exits the Louvre to find Bouchard waiting in his car – she wants to go back to Von Croy's apartment



Bouchard delivers Lara to Von Croy's apartment – (he's setting her up. He knows a clean-up op is going on there – also he has the Louvre painting in the car given him by Sh'Shifter posing as one of his men.)

14/ VON CROY'S APARTMENT



Von Croys apartment after the murder

- Lara walks in on the clean-up operation run by the Illusionist (spooky Rouzic, one of the Cabal) and henchmen
- She sorts them out – the cowardly Illusionist escapes
- Lara experiences a partial *flashback* of events between her and Von Croy



THE APARTMENT CONTAINS:

- Symbols daubed around the place
- The Obscura Engravings Von Croy borrowed from the Louvre – well hidden
- Other hidden info – including mention of the ancient Nephilim

15/ OUTSIDE VON CROY'S APARTMENT

- Lara exits to see Bouchard acting suspiciously – she knows he set her up
- Before she can tackle him police forces arrive - gunfire
- She runs for it. Decides to follow links to Prague and the art dealer with the 2nd painting