

BULLET POINTS – OVERALL STORY - PARIS

1.1 OPEN WITH CUTSCENE OF INTERWOVEN IMAGES – FLASHBACK #1. (See chart ‘Flashbacks’.)

Open up on a Jackal headed walking stick, Von Croy’s room badly smashed about, scenes from Egypt, Lara with a mysterious desert Shaman, ugly daubings on a wall, an alchemical symbol. We see the desert Shaman give Lara an Amulet.

1.2 TITLES: ANGEL OF DARKNESS.

1.3 Lara gets chased through dark streets by police, loses her backpack to dogs.

START – PARIS – BACKSTREETS

1.4 ESTABLISHING INTRO - Lara has a bloodstained fax with an address, Mme Carvier’s

1.5 A BACKSTREET COURTYARD – THE TRAINING AREA, a dark, angular place of rainswept shadows. All exits from the courtyard are ‘locked.’ Lara talks herself through the training ‘practice’ opportunities in the courtyard and can use the amulet. Whenever Lara succeeds in some new task her voice merges with that of the Shaman as she acknowledges her upgrade. She can also pick up a variety of valuable items that can later be pawned for cash.

1.16b She gets out of the courtyard and is chased by police into an apartment and up onto the rooftops.

- Over the Police shortwave we hear Lara is a murder suspect.
- All she has is a name and address on a piece of torn, bloodstained fax sheet, which has part of a symbol on it.
- She is not armed.
- Possibly see a newspaper or news poster with the word MONSTRUM amongst other French chatter.

1.22 CARVIER’S APARTMENT

- Lara makes her way to the address on the torn fax.
- tells Carvier that Von Croy is dead.
- Carvier says the Monstrum serial killer has everyone in Paris terrified.
- Lara has no clear recall of events at Von Croy’s – fragmented images.
- Carvier says Von Croy was fearful because of a 15th century Obscura Painting he was tracing for a sinister client called Eckhardt.
- Lara has to trick or persuade Carvier out of the notebook then run for it.

2.1 DESERTED RAILWAY SIDING. A derelict railway carriage. Lara reads VON CROY’S NOTEBOOK. It mentions:

- the name of the client who is after the Painting - Eckhardt.
- The Louvre – where an Obscura Painting might be.
- Louis Bouchard – a Parisian gangster.
- Von Croy buying a gun for self protection.
- Pages of odd archaic symbols including the detail that one crucially potent symbol is hidden beneath the Obscura Painting’s surface.

- A second Obscura Painting found in Prague by a Mathias Vasiley.

****LARA ADDS HER OWN NOTES TO VON CROY'S NOTEBOOK**** She can refer to this throughout the game. On occasion we can hear her read from it.

2.6 ON THE STREETS - Lara talking to various street characters asking for Louis Bouchard. The Dealer, Janice, Café Owner, the Janitor, a news kiosk and a herbalist's where she can purchase health items. Can take various approaches – F (friendly) or U (unfriendly). Some lines of enquiry will also trigger a C (context) linked response. She finds out that;

- Louis Bouchard is an underground czar of crim.
- Bouchard ran a club, Le Serpent Rouge, but it is now shut down and deserted.
- Bouchard has gone underground and is keeping low at a secret location.
- In a café we catch first sight of Kurtis, face hidden in shadows behind a newspaper.
- We also see one or two more significant characters as customers in shops or elsewhere.

At the kiosk a newspaper she buys reports the death of a Professor Carvier of the Louvre department of medieval and Renaissance Europe. She will also hear this from Janice and hear a radio broadcast.

Lara searches the dark alleys for pawnable items. Kurtis walks out of an alleyway, climbs onto a huge Harley and roars off. If Lara glances up the alley she will see a body groaning in the darkness. Lara walks on. *[Kurtis is making the rounds asking questions.]*

Lara pawns the items she has found/liberated or brought with her to Paris – the JEWELRY – whatever, to get enough cash to bribe the Doorman or just to buy health items in the herbalist shop.

2.34 If Lara comes across the OLD CHURCH at this point she finds a gym on the ground floor. Can make a wager with the GYM TRAINER to beat one of the heavies sparring in the ring. Win and you get the trainer's gold watch. Lose and you get bruised.

POSSIBLE ROUTES TO BOUCHARD'S NEW CLUB:

ROUTE A/ Meets café owner Pierre.

ROUTE B/ Meets an Old Geezer who worked at the old club, ex-janitor.

ROUTE C/ Uses a pawnbroker to raise cash for bribes.

2.17 ROUTE A/ - Lara ends up in a Café and meets owner Pierre.

- Pierre knows Bouchard has gone underground and proposes an exchange with Lara. If she retrieves something he left hidden in Le Serpent Rouge (it's a Box) he will give her a contact for Bouchard's relocated hideout.
- Lara arrives at LE SERPENT ROUGE and picks up a DESERT EAGLE left abandoned there.
- The place is crawling with gun toting heavies (CABAL hitmen after Bouchard.) Big shoot out.

- Lara retrieves the Box from the lighting rig but DROPS THE DESERT EAGLE which smashes on the floor sixty feet below.
- She returns to the café and hands the Box over to Pierre – or she keeps it to use as part of her bribe fund for the gateman.
- Pierre gives her a contact for his ex in a decrepit apartment block. He provides the address and gatecode to get into the courtyard.
- At the apartments the contact, Pierre's ex, Francine, tells Lara how to reach Bouchard's hideout from her apartment. It is in an old church nearby.
- Lara clambers off around buildings and over rooftops, into the cemetery and to the churchyard. Sneaks in through an access underneath a mausoleum slab.

2.18 ROUTE B/ Meets the café owner's father and the Janitor at Le Serpent Rouge. He says the box is his.

- The old Geezer looked after the club and the little garage next to it. He can give Lara a key to the garage and into the club.
- Lara retrieves the Box from Le Serpent Rouge for him and hands it over.
- Gets a password from Geezer which will get her past the guards at the Bouchard's hideout.

2.8 ROUTE C/ Uses a PAWNBROKER to raise cash – pawns the things found in the opening level courtyard or elsewhere. Lara gets past the doorman with bribe money.

2.20 THE SERPENT ROUGE BOUCHARD'S EX CLUB. Lara can get in here with a key from either the café owner or the janitor. She retrieves the 'Box' after fighting off Cabal mercenaries.

2.52 THE DOORMAN. Lara tries to talk and bribe her way past the Doorman but only gets in if she has the password or enough cash and the Box.

2.43 BOUCHARD's new base/hideout in an old church..

- Lara breaks in/gets in/bribes her way in – comes across mortally wounded henchman in sick bed. Sick guy screams out and a thick neck heavy from the gym comes to check it out. Lara and he slug it out (IN GAME).
- Another distinctive looking henchman (the doorman) turns up armed and ushers Lara into the basement to meet Bouchard.
- Bouchard admits helping Von Croy who also wanted access to the Louvre.
- Bouchard is a guy with a lot on his mind. His own men are being gruesomely killed by someone – serial killer? Things are desperate. Most of his operations have had to close down.
- Bouchard can provide Lara with the same contact he gave Von Croy. She needs to meet the forger Daniel Rennes who uses the PAWNBROKERS as a front.
- Gives Lara a package containing Czech passports to take to Rennes.
- Rennes will provide maps and stealth gear for the Louvre.
- Bouchard can't give or sell Lara any weapons. He needs all the firepower he can get. Rennes is the main man for serious hardware.

NB If Lara takes the wrong tack with Bouchard he whips out a hand cannon and kills her on the spot. Well...you know...he's been under a lot of pressure lately.

2.45 THE FORGER - DANIEL RENNES' AT THE PAWNBROKER'S.

As Lara arrives at the Pawnbroker's a figure pushes past and rushes off down the street. [It's Eckhardt but Lara won't recognise him until later.]

- Lara finds Rennes murdered Monstrum style.
- She helps herself to combat clothes.
- There is a variety of useful gear lying stacked everywhere. Medical supplies, tools, tazers, tranq gun and darts etc.
- Lara finds a combination code on Rennes' body. It opens the safe.
- In the safe is a backpack with Von Croy's name on it. Inside are the Louvre maps and all **essential** items she will need for tackling the mission (in case the player hasn't picked up all the necessaries). So obviously Von Croy never made it this far to pick up the bag or get to the Louvre.
- Essential items: maps, explosives, torch.
- Lifting the backpack triggers an alarm and booby trap.
- Lara exits by a trapdoor and manages to keep ahead of the exploding fireball jumping out of a tunnel and onto a river barge.
- The barge is heading down river, towards the Louvre. Lucky eh.
- A figure (Kurtis) watches Lara from across the river.

2.51a INSET CUTSCENE VIEWED BY THE PLAYER ONLY.

In a shadowed room five silhouetted figures are sat round a table. A standing figure [Eckhardt] dominates the table. It's the man seen leaving the Pawnbroker's. He is telling the group, the Cabal, that they already have three Obscura Paintings. The fourth has been located here in Paris due to "our contact Prof Von Croy". He points to a screen showing the fourth Painting. The fifth has been tracked to Prague. And their reward is close because the Cubiculum Nephili has been delivered from Turkey to the Strahov in Prague. The last stage is almost upon them.

3.1 THE LOUVRE – STORM TUNNELS.

- Lara climbs up from the river and enters the storm tunnel system near to the Louvre. (The mysterious stranger is watching her again from a distance.)
- She can place GPS's as she goes in order to backtrack if she needs to. These double up as game save locations. Limited number per level. She can also retrieve them and reuse them.
- Has to negotiate her way against the flow of water, rats and generally slippery conditions.
- She locates the right spot between tunnel walls and chooses which of two pipes to blow up to get in.
- One pipe causes an oil slick on the water to ignite. Lara has to reach the gap in the wall by swimming underwater and then clambering over more obstacles.
- If she blows the other pipe everything collapses around her.
- She reaches the gap safely and comes up into the Louvre near an ancient underground buttress open to the public.

(See chart 'Lara in the Louvre')

4.1 THE LOUVRE – MODERN SECTION.

Lara's route to the archaeological dig lies through the publicly available BUTTRESS SECTION. This and the upper galleries and offices are a STEALTH PRACTICE

AREA. [The whole of the modern Louvre is now one map but some areas will be locked off until after she emerges from the Second Buttress Old Louvre Area.]

She must get up into the modern Louvre section which is full of alarms and guards. However badly Lara manages by setting off the alarms NO GUN WIELDING PROTAGONISTS are present in this section. The guards lock themselves away in their control room and create hindrances by closing automatic doors. As Lara only has stealth equipment she deals with the guards by knocking them out, not killing them. She also gets the chance to steal a Taser stun weapon.

4.20 GETTING CAUGHT - If Lara gets confined and captured she is escorted to a store room. She can escape from here using only what is in the storeroom. It involves connecting the door handle to the light socket and stun the guard and steal his keys. (See Gameplay-Paris document.) After three minutes if the player hasn't worked out what to do they will get a prompt in Lara's voice.

4.11 X-RAY ROOM. Lara's route to the correct Buttress lies through MARGOT CARVIER'S OFFICE. She will be guided via the air vents to the X-RAY ROOM where a voice prompt will draw her attention to the gas masks stored there. ["Must remember this room for later."] A security key in X-Ray room will allow her to get into CARVIER'S OFFICE nearby.

4.27 CARVIER'S OFFICE. Carvier's office has a computer terminal providing an opportunity for some necessary background information:

- The fact that Von Croy was researching the **OBSCURA ENGRAVINGS**. These are documents recording the images and details of the five Obscura Paintings.
- Details on Von Croy's contact with MATHIAS VASILEY, an art dealer in PRAGUE, who has found a second Obscura Painting.
- Links to REAL WEBSITES with masses of background history and info.

Lara also picks up a security pass or key in Carvier's office to help reach her the SECOND BUTTRESS in the lower levels where the archaeological dig is found.

5.1 SECOND CASTLE BUTTRESS - OLD LOUVRE AREA – ARCHAEOLOGICAL DIG.

This area is separated from the public.

- Archaeological equipment has been left by the excavators for the night – lights, geothermal equipment, a generator, scaffolding.
- A fenced off section protects an uncovered area of paving/mosaic.
- The Buttress has a brass contraption built into the wall. This must be lined up using symbols engraved into the plates to open the Buttress.
- Using clues from Von Croy's notebook and the geothermal equipment to find missing symbols in the paved area Lara must solve the puzzle lock.
- She clammers up the scaffolding and enters the Buttress – into classic TR territory.

5.8 GETS INTO THE OLD BUTTRESS AND RETRIEVES THE PAINTING.

Solves the puzzles:

Lara climbs down inside the Buttruss negotiating protruding and recessing stone slabs set in the walls. At the bottom she enters:

- The Chamber of 12 calendar doors.
- Circular mosaic of concentric circles inset into the floor which must be correctly aligned according to elements and seasons.
- Correctly done the puzzle allows Lara to enter four further chambers linked to WATER FIRE AIR and EARTH.
- Correct elements are assembled from each to start a primitive steam furnace working.
- Powered by furnace steam-engine a column lifts up from the floor into the final room above the chamber – the Brother Obscura room, full of skeleton architecture – an ossuary.
- The room has 12 duplicates of the Obscura Painting clutched to the chests of various skeletal statues (possibly some Nephilim carved figures stand guard??).
- Bro. Obscura’s soul sucking spirit appears and attacks Lara draining energy.
- An inscription around the roof of the chamber reads “THROUGH THE SPIRIT OF THE KEEPER BEHOLD THE TRUTH.” This is meant literally. Seen through the attacking spirit’s form the genuine Obscura Painting glows – or summat.
- Lara gets the Painting but sets off a trap. The tunnels and room start to flood. Lara has to swim for it back the way she has come, through the ancient Buttruss.

6.1 LOUVRE MODERN SECTION AGAIN

As Lara is emerging from the buttruss area into the modern section we get A CUTSCENE showing gas grenades being dropped into the air vent from the roof. Inside gas hisses from the vents. Louvre guards are falling like ninepins. Cabal leader Gunderson enters the Louvre surrounded by an Agency/Cabal hit squad in SAS style gas masks.

6.2 Gunderson is watching a playback of Lara running around the Louvre on a laptop. He patches in to the Louvre security system and motions the heavies into the corridors. He signals the heavies to move out.

Lara emerges to see a guard collapsing. She has to get to the X-Ray room for a gas mask.

- Once she has a mask Lara gets a voice prompt to use the X-Ray facility in the lab-restoration room to reveal what’s hidden in the Painting. [Von Croy’s notes have indicated it’s there.]
- It’s a metallic symbol hidden in the Painting. The symbol will be important later on.

6.13 Lara heads for the GUARD’S CONTROL ROOM to clear herself an escape route and see if she can figure what has happened to the guards. On the screens sinister dudes are charging through the corridors.

The first gun-toting heavy she encounters gets tranquillised or beaten up and his guns taken. Lara is armed! She can now take out the goonies blasting at her from every direction.

- Massive running gun fights in the corridors.
- Having avoided the guards Lara is on the home stretch. But here she runs into the mysterious stranger/Kurtis who has been shadowing her.

6.16 KURTIS – CUTSCENE – A discus style blade weapon smashes into the wall. The stranger who has been dogging Lara’s steps appears. At this point Lara has no idea who he is – the Monstrum perhaps. He holds Lara at gunpoint and takes the painting. Gunderson bursts into sight and distributes hot metal indiscriminately. Kurtis and Lara sprint for it.

6.19 IN GAME - Lara chases Kurtis and Gunderson’s troops chase everyone, guns blazing. Mad ruckus through galleries with Kurtis trying to throw Lara off. He uses his Blade to dislodge a huge gong which rolls across a doorway but Lara just manages to roll under before it cuts off pursuit by the Cabal squadies.

6.21 OUTSIDE THE LOUVRE – CUTSCENE.

Cut-scene: we see the Kurtis heading for freedom with the painting. Lara dashes round the corner, sees Kurtis out cold on the floor. She bends over him to check on him. She gets knocked out too. [This is a chance to remove her guns from her backpack inventory so that Von Croy’s apartment runs as already decided.]

From Lara’s blurry POV we see a figure in guard’s uniform in a tracking shot, as he strides off with the painting. As he walks the air around him shimmers and he changes into the more distinctive of Bouchard’s thugs we have seen earlier, the armed Doorman.

BOUCHARD AT THE LOUVRE. Lara comes to to find Bouchard slapping her awake. No sign of Kurtis. Her guns are gone too.

- She wants to get to Von Croy’s apartment because of what she found out in Carvier’s office. Bouchard offers to take her – says he was monitoring Louvre security and police shortwave and came to help out.
- Bouchard hasn’t seen anyone else in the vicinity and Lara doesn’t pursue it.
- Bouchard turns to go and Lara spots a **crystal Shard** that the stranger/ Kurtis has dropped. She pockets it.

NB. The player may get a prompt to remind them that Lara wants to find the Obscura Engravings that Von Croy borrowed from the Louvre.

7.1 VON CROY’S APARTMENT

Cutscene continues. Bouchard delivers Lara to Von Croy’s apartment and waits outside in his car. (Bouchard has the Louvre painting in the car boot passed on to him by Sh’Shifter posing as one of his own men – the Doorman from the hideout.)

- Bouchard has told Lara about a police report of another Monstrum killing, this time in Prague.
- As soon as Lara enters the building Bouchard makes a mobile call (to the Cabal) to order a clean-up operation and have Lara taken care of at the same time. He says ‘We have what I came for,’ ie the Painting.

[Bouchard has been got at since he last had dealings with Lara. This comes out later in Prague. His men are being brutally killed, his operations are shut down. It’s been a tough time all round and he’s obviously been made an offer he can’t refuse either by a member of the Cabal or even Eckhardt himself.]

7.2 IN GAME - INSIDE VON CROY'S APARTMENT.

[We see the same FMV from the intro to the game where Lara enters the apartment and sees the wreckage there.]

After the FMV Lara searches the apartment for the Obscura Engravings from the Louvre.

- Arcane symbols are daubed around the place – in blood!
- Hidden info on Von Croy's laptop including mention of the ancient Nephilim, alchemic alphabets and something called the Sleeper or Cubiculum Nephili.
- Links to a legend of a 14th century Black Alchemist who made a pact with the Nephilim in return for immortality.
- Lara finds copies of faxes between Von Croy and CARVIER, like the half torn bloodstained one she had at the beginning of the game.
- There are also engravings and statues of odd looking figures [Nephilim].

7.3a Lara picks up the Jackal headed walking stick we saw in the opening FMV. It's hollow – inside are FOUR of the **OBSCURA ENGRAVINGS**.

- With the Engravings is a fax from Mathias Vasiley in Prague saying he has the fifth **OBSCURA ENGRAVING** which seems to contain a coded map which may show where the last **PAINTING** is in Prague.
- One particular **SYMBOL** on one of the Engravings triggers a flashback of events between her and Von Croy.

7.6 CUTSCENE - FLASHBACK #2 – (see chart 'Flashbacks' – again.)

This flashback does not repeat what has occurred in the previous FMV but fills in the events leading up to Von Croy's death with Lara and Von Croy arguing. We see Von Croy is waving a fax page. He's gesticulating wildly with a gun, clearly out of his head with fear. Gunshots - Von Croy clicking on an empty gun. The gun goes spinning under a heavy piece of furniture. Lara glimpses the face of someone stood behind her. She gets hit from behind. Fade to black, the **SYMBOL** dripping gorily on the wall – **CRASH!** Lara still has no idea who the third person in the apartment was.

NB – the **SYMBOL** differs from all others used by Eckhardt and appears only in Von Croy's apartment [and in the FMV's and flashbacks. This is because, as we learn at the very end, it's Karel not Eckhardt who is Von Croy's killer.

7.7 IN GAME - VON CROY'S APARTMENT - continued

- Lara is interrupted by the Cabal's Agency hitman breaking in downstairs – one scary guy, The Assassin.
- She has minutes, at most, to find the gun. The tranquilliser gun is useless. Out of darts. Von Croy's weapon has slipped down into a hole in a dark corner beneath the heavy furniture. She grabs it.
- Game of cat and mouse around the apartment building with the Assassin.
- Lara springs a row of booby traps the assassin sets. He thinks she's dead and rings Bouchard on his mobile. Lara to pots him with one shot.

7.18 VON CROY'S APARTMENT - continued.

- Lara picks up his gun, his car keys and a Prague business card with Mathias Vasiley's name on.

- The mobile is still switched on. Bouchard's voice is asking, 'Is she taken care of yet?'
- Lara says she's going to take care of him and stomps the mobile.
- She presses the car keys and the Assassin's bomb across the back door deactivates.
- The keys also flash the lights on a vehicle parked out the back.
- Lara looks at the business card and exits through a back window. Next stop Prague.