

TR-NG – Prague Tech Doc.

The following will relate to all outside areas.

Point 8.1 – The Crime scene

Sound FX – Heavy snow blizzards, Range Rover rolling up and parking/engine switched off, Lara voice, *“I always get the cushy jobs.”*

Spec FX – see Sound FX, Range Rover lights + exhaust smoke, Lara’s breath.

Lara Anim – see G_play Prague Doc. Point 8.1

M/O/I - Range Rover.

Point 8.1a

Sound FX – Lara opening Range Rover boot + searching it.

Lara Anim – see Sound FX

M/O/I – Range Rover, Silenced pistol with laser sight, Ammo (various), New pistol, Health items, GPS’, Map of local area, Small amount of cash.

Point 8.3 + 8.3a

Sound FX – Conversations between Lara + Luddick.

Spec FX – Police tape being affected by blizzards/wind (8.3a)

Lara Anim – interacting with Luddick etc.

M/O/I – Luddick, Luddick’s car.

Point 8.4 + 8.5

Sound FX – Lara checking locked cellar door, Prising open the manhole cover, Pickaxe handle snapping, Lara sliding manhole cover and climbing down rusty steel ladder.

Spec FX – see Sound FX

Lara Anim – see Sound FX

M/O/I – Manhole cover, Pickaxe handle (unbroken/broken), Rusty steel ladder.

Point 8.6 + 8.7

Sound FX – Lara walking through small section of sewers, Lara stealthing a henchman, Henchman no.2 whispering *“Hey, what’s going on, are you ok?”*

Spec FX – see Sound FX

Lara Anim – Lara stealthing henchman.

M/O/I – 2 x Henchmen.

Point 8.8

Sound FX – Blood dripping, Gunfire + Ricochet, Bouchard running out of cellar + slamming door.

Spec FX – see Sound FX

M/O/I – Bouchard.

Point 8.9

Sound FX – Lara kicking door, Flowing pool of blood, Lara voice *“It won’t budge, I’m not strong enough yet!”*

Spec FX – see Sound FX

Point 8.10

Sound FX – Gun being half-cocked (Bouchard)

M/O/I – Bouchard with gun.

Point 8.15 + 8.15a

Sound FX – Lara pushing ladder, Lara swivelling window up/down

Spec FX – Stained glass window reflection moving as Lara moves window, Bronze numerals glinting + reflecting window pattern back.

Lara Anim – Lara moving ladder + stained glass window.

Point 8.16

Sound FX – Lara moving grandfather clock hands, Clock ticking + chimes, Low rumble noise following each chime, Mural in centre of room dropping slightly + then falls into spiral steps with each step locking into place w/ a metallic thud.

Spec FX – see Sound FX

Lara Anim – Lara moving grandfather clock hands.

Point 8.17

Sound FX – Lara smashing display cabinets, Pushing over statue, Body Upgrade.

Spec FX – see Sound FX

Lara Anim – see Sound FX

M/O/I – Statue, Obscura engraving.

Point 8.21 + 8.21a

Sound FX – Lara forcing open storeroom door, Lara searching Bouchards' body.

Lara Anim – see Sound FX

M/O/I – Bouchards battered body, Cellar door keys.

Point 9.2 – The Strahov Complex

Sound FX – Guards + workers in loading bay, Load lifters moving about etc.

M/O/I – see Sound FX, Trucks + wagons, Containers etc.

Point 9.4

Sound FX – Lara jumping from crate to crate + trailer-to-trailer, Body upgrade.

Spec FX – Crates + trailers moving as Lara jumps onto them, Body upgrade.

Lara Anim – see Sound FX (?)

M/O/I – Crates + trailers.

Point 9.5

Sound FX – Lara stealthing guard + taking his pass card, Gunfire + Ricochet (if guards alerted), Lara hiding guards' body.

Lara Anim – see Sound FX

M/O/I – Guards, Security pass.

Point 9.6

Sound FX – Lara firing silenced gun, Stray bullets hitting walls/containers.

Point 9.8

Sound FX – Guard dog alerted + running towards Lara, Dog trips invisible laser grid and gets wasted.

Spec FX – Laser grid being tripped, Cauterised blood etc. from dog.

M/O/I – Guard dog (healthy and wasted via laser grid)

Point 9.11

Sound FX – Lara using drilling equipment on ventilation duct, Vent falling, Lara climbing into vent.

Spec FX – see Sound FX

Lara Anim – see Sound FX

Point 9.14

Sound FX – Guards chatting/arm wrestling etc. Lara throwing something to distract single guard, Lara stealthing guard + hiding his body.

M/O/I – Guards.

Point 9.16

Sound FX – Lara shutting down the power, Lara voice prompt ***“I must move quickly, the grid is down.”***

Spec FX – see Sound FX

Point 10.1 – Botanical Institute pt.1

Sound FX – Gunfire + Ricochet

Spec FX - see Sound FX

Point 10.2

Sound FX –Lara using manual door wheel lock.

Lara Anim – see Sound FX

Point 10.4

Spec FX – Humid fog (rain forest)

Point 10.6

Sound FX – Rusty walkways giving way under Lara’s weight, Hostile plant organisms, Plants pulling walkways from Lara, Plants being shot/killed.

Spec FX – see Sound FX

Lara Anim – Lara reacting to walkways being pulled via plants.

M/O/I – Plant organisms.

Point 10.9

Sound FX – water splashes etc., Body upgrade.

Spec FX - see Sound FX.

Point 10.10 + 10.10a

Sound FX – Underwater sounds etc., Sub-aqua mutants, Land mutants being killed by Lara, Sub-aqua mutants feeding on dead mutant, Killer insects (10.10a)

Spec FX – see Sound FX

M/O/I – Sub-aqua mutants, Land mutants (alive + devoured), Killer insects, Muller

Point 10.12

Sound FX – Lara battling mutants.

Spec FX – see Sound FX

M/O/I – Mutants

Point 10.13

Sound FX – Door to De-con chamber slams shut, Heavy electronic slide locking into place.

Point 11.3 – The Sanitorium – Kurtis play

Spec FX – Sparks coming from lift.

Point 11.4

Sound FX – Kurtis’ psychic double-jump and other psychic abilities.

Spec FX – Some sort of glow from Kurtis as he performs the jump + other psychic abilities.

Kurtis Anim – Double jump.

Point 11.5

Sound FX – Kurtis psychic strength on lift doors, Lift doors open + close.

Spec FX – see sound FX

Point 11.6-11.6a-11.6b

Sound FX – Kurtis grabbing + sliding down lift cables and landing on top of lift carriage (11.6), Kurtis opening lift hatch + climbing inside (11.6a), Jump + double jump onto service platform (11.6b)

Spec FX – see Sound FX

Kurtis Anim – see Sound FX

Point 11.7 – In game anim.

Sound FX – Technician working on lift, Technician talking on intercom system.

Point 11.8

Sound FX – Kurtis using his Chackra on guards.

Spec FX – see Sound FX, Ribbon effect on Chackra + psychic tether attached to Kurtis' hand + chackra.

Point 11.9

Sound FX – Kurtis' Heartbeat, Klaxons sound.

Spec FX – Klaxons flash along corridor.

Point 11.10

Sound FX – Inmate dashing out, running into closed doors, begins to bang on door and screams to be let out.

Point 11.11

Cut scene – see **G_play Prague Doc in NextGen/Master docs for Sounds + Spec FX.**

Point 11.14

Sound FX – Madman talking gibberish and about an evil stalking the corridors.

M/O/I – Madman

Point 11.17

Sound FX – Kurtis using his Far-seeing

Spec FX – see Sound FX

Kurtis Anim – see Sound FX

Point 11.19

Sound FX – Kurtis using code on armoured door + door opening, Baboon noises, Proto Nephilim roars in distance followed by a scream, Baboons go crazy in their cages, Kurtis Far-seeing.

Spec FX – see Sound FX

M/O/I – Baboons, Opened up baboon in sink.

Point 11.20

Sound FX – Kurtis using code and opens barred double doors, Kurtis taking out guards.

Spec FX – Gunfire or Chakra.

M/O/I – Guards.

Point 11.21

Sound FX – Guards trying to control escaped inmates (Total Chaos)

Spec FX – see Sound FX

M/O/I – Guards and Inmates (alive + slaughtered)

Point 11.24

Sound FX – Door handle rattling as scientist tries to open lab door, Scientist screams as Proto tears him up, Dents appearing in lab door due to Proto.

Spec FX – see Sound FX

M/O/I – Scientist, Proto-Nephilim.

Point 11.25

Sound FX – Kurtis slipping on vent sides, Blood dripping, Kurtis searching scientists' dismembered body.

Spec FX – Dripping blood?

M/O/I – Scientist's dismembered body, Pass card.

Point 11.26

Sound FX – Kurtis using Psychic strength to rip open vent cover.

Spec FX – see Sound FX

Point 11.28

Sound FX – Kurtis using Chackra on fan blades to break them, Kurtis using Psychic strength on spinning fan blades to slow them down.

Spec FX – see Sound FX

Kurtis Anim – see Sound FX

Point 11.29

Sound FX – Boiler and generators

Spec FX – see Sound FX

M/O/I – Bodies of guards and inmates.

Point 11.30

Sound FX – Guard radio chatter/conversations.

Point 11.31

Sound FX – Armoured door slamming shut.

Point 11.32

Sound FX – 2 guards talking nervously into their radios *“Ok, we’ve closed off the east exit, we’re heading back towards you.”*

Point 11.33

See G_play Prague doc for Guard conversations.

Point 11.34

Sound FX – Kurtis guns/chackra's Proto-Nephilim, Proto roars from the attack.

Spec FX – see Sound FX

M/O/I – Proto-Nephilim.

Point 11.36 + 11.37

Sound FX – Armoured door malfunctioning/jolting up/down, Guards + techs shouting at each other. Proto killing guards.

Spec FX – see Sound FX

M/O/I – Guards + Techs and Proto.

Point 11.39

Sound FX – Kurtis using Psychic strength on lever, Proto rips Vents from under Kurtis.

Spec FX – see Sound FX

M/O/I – Proto.

Point 11.40

Sound FX – Kurtis falling into storeroom, Proto stuck under ripped vent, Kurtis using psychic strength on door.

Spec FX – see Sound FX

Point 11.41

Sound FX – Proto landing into room, Kurtis struggling with main switch, Kurtis attacking Proto with gun + chackra combo, Kurtis shooting at surrounding area ie: gas pipes etc., Kurtis turning fan on and damaging Proto, Kurtis stabbing Proto with Periapt shard, Proto screaming as it dies.

Spec FX – see Sound FX

M/O/I – Periapt shard.

Point 11.42

Sound FX – Kurtis throwing main switch, Power being restored, De-con chamber door hiss open.

Point 12.6 – Botanical institute pt.2

Sound FX – Lara putting on diving suit + diving equipment.

Lara Anim – see Sound FX (in-game anim)

Point 12.7 + 12.8

Sound FX – Lara opening circular door, Lara diving into pool, using Aqualung and Harpoon (normal + explosive tipped harpoons), Using back-up air canisters.

Spec FX – see Sound FX, Mutants being exploded.

Lara Anim – see Sound FX

M/O/I – Back-up air canisters, Mutants.

Point 12.9

Sound FX – Cabal divers attacking Lara.

Spec FX – see Sound FX

M/O/I – Cabal divers.

Point 12.10

Sound FX – Lara reading engraving text.

Lara Anim – see Sound FX

Point 12.11

Sound FX – Lara pulling hard at chain (underwater), Statues being moved via chain.

Spec FX - Statues being moved.

Lara Anim – Pulling hard at chain.

M/O/I – Statues.

Point 12.13

Sound FX – Correct Knight statues in position and shards of electricity + bubbles are sent throughout the chamber, Large hole in ceiling opening up.

Spec FX – see Sound FX

Point 13.1

Sound FX – Multiple traps = spiked walls/iron balls/crumbling floors etc.

Spec FX – see Sound FX

Point 13.2

Sound FX – Lara pushing vault door open

Spec FX – dust etc. coming off opening vault door.

Lara Anim – see Sound FX

Point 13.5

Sound FX – Lara winching up tapestry, Lara removing painting from wall.

M/O/I – Obscura painting.

Point 13.6

Sound FX – Vault room beginning to shake + rumble, Vault door slamming shut, Ceiling parts collapsing, Cracks appearing in walls, Water spraying into room.

Spec FX – see Sound FX

Lara Anim – Lara squeezing through large crack in wall.

Point 13.7 + 13.8

Sound FX – Continuing sounds from Point 13.6, Lara using explosive harpoons, Lara breaking through water surface (13.8)

Point 14.4 – Boaz Creature Phase 1.

Sound FX – Boaz creature roaring/screaming as it attacks/gets hit, Boaz spraying acid, Sizzling pools of acid, Boaz tail swipe, Boaz spraying sticky fluid, Acid glands being destroyed.

Spec FX – see Sound FX

Kurtis Anim – Being hit by tail swipe, Being slammed against wall via sticky fluid, Kurtis struggling free from sticky fluid + sticky puddles.

Point 14.5 – Boaz creature Phase 2.

Sound FX – Boaz fly buzzing around, Boaz fly screeching/screaming as it attacks/gets hit, Boaz fly spitting acid venom and firing webbed slime, Boaz fly swoop attacks, Web attacks exploding over itself, Boaz fly crashing into floor.

Spec FX – see Sound FX.

Point 15.1 – 15.3 Alchemist lab

Sound FX – Eckhardt using glove to transmute objects ie: Stone bridge, Parts of bridge turn to dust, Eckhardt turning moat into ice and then into lava.

Spec FX – see Sound FX

Lara Anim - If Lara steps into a transmuting part; she'll get transmuted too. (Like Lara being turned to gold in Tr1)

Point 15.7

Sound FX – Lara using the 2 crystal shards.

Spec FX – Crystal shards glowing.

M/O/I – 2 crystal shards.

Point 15.10

Sound FX – Lara pulls open grate, Aqua mutant dividing from dead carcass, 3rd shard.

Spec FX – see Sound FX

M/O/I – Aqua-mutants (alive/carcass/dividing into 2 others)

Point 15.11- 15.23

Sound FX – Eckhardt’s energy blasts, Walls + objects being transmuted, Eckhardt blocking Lara’s gunshots, Gunfire + Ricochet, Lara stabbing Eckhardt with shards, Eckhardt screaming, Eckhardt screams **“Go on, Kill her!”**, Eckhardt dying from 3rd shard, Karel shape shifting to Nephilim form, Sleeper revival machine glugging away, Karel reaching into Eckhardts’ chest + stops his heart, Lara having final flashback, Karel sapping vast energy from sleeper, Karel changing into new “heat haze” form, Karel’s energy blasts – lightning, plasma, fire etc., Catwalks shatter due to energy, Lara using glove on sleeper, Entire area exploding.

Spec FX – see Sound FX

Lara Anim – Using glove + sanglyph.

M/O/I – Glove + sanglyph, Karel – 3 forms (Human, Nephilim, Heat haze), Chackra.