

CUTSCENE LIST – PRAGUE**SCENE 8 THE CRIME SCENE AT VASILEY'S.****POINT 8.1: HIGH PRIORITY**

IG-ANIM - Lara pulls into a backstreet in the borrowed vehicle, she gets outsays "Great, another cold, dark city." Cut to ingame.

POINT 8.3:

IG CONV - Luddick, a news reporter is staking out Vasiley's shop. He sits in the warmth of his car that is parked across the square. Lara can talk to him but he will only give info if she has money to barter with. He lets her get into the car when she waves some cash at him. He tells Lara that he's been following Vasiley for months and is convinced Vasiley was connected to the Mafia in some way. Now he's been murdered it all points to a Mafia killing. All evidence has been cleared away. Lara has to keep prompting him with cash. He shows her some files on the main 'Mafia' members and others including Bouchard. He might be able to get her a passcode into the Strahov, their centre of operations. The outcome later will vary depending on whether Lara is predominantly FRIENDLY or UNFRIENDLY. Lara leaves and heads for Vasiley's premises – the crimescene.

SEE DIALOGUE TOM-LUDDICK-CAR.

They have the conversation outside the car. No anims required.

POINT 8.11: HIGH PRIORITY - MODIFIED

IG_ANIM - Lara comes across Bouchard inside Vasiley's premises. She sneaks up behind him and holds a gun to his head. He turns round and she hits him with the butt of the gun...black.

POINT 8.11a: MODIFIED INGAME CONV..... AGAINST RADIATOR

IG CONV – Fade up -Bouchard explains that Eckhardt is a ruthless killer, the Monstrum in fact, and if he didn't do what Eckhardt said he would be a dead man, along with his family. Eckhardt had found out that Von-Croy had contacted Vasiley regarding the Obscura Engravings and more importantly the probable whereabouts of a Painting. Vasiley knew that the Engravings were the key to finding the Paintings. Hidden within each engraving is a map. Eckhardt has four out of the five Paintings. He only needs one more to proceed with whatever his plan is. Bouchard tells Lara that the last Engraving is still here in the shop. The last intercepted fax between Von-Croy and Vasiley confirms this fact. Vasiley must have hidden it well.

The last Painting is almost certainly hidden in a place called the Vault of Trophies inside the Strahov. Bouchard also blabs that the Strahov complex is the main HQ of the Cabal. There are no Mafia involved. The Cabal is something much more sinister and deadly.

SEE DIALOGUE TOM-BOUCH-SH'SH-prague.

Anims Required: (red donates not done)

Lara: Walk, Gestures

Bouchard : Chair Gestures

POINT 8.11b: NOT REQUIRED – DOES HE NEED TO BE OUT COLD?

IG-ANIM - Lara hits Bouchard with the butt of the gun, he slumps down in a heap leaning against the radiator.

POINT 8.18: - HIGH PRIORITY CUT CAM TO HANDCUFFS.

IG-ANIM - Lara heads into the backroom where she'd encountered Bouchard. He's gone! The handcuffs are left hanging from the radiator pipe, how the hell did he escape. "What th'...?"
SEE DIALOGUE - ONE LINE.

Lara: walk

POINT 8.21a: HIGH PRIORITY

IG-ANIM –Lara forces the door open and the body of Bouchard falls out from behind it. Bouchard, how can he possibly be here? “What the hell’s going on around here?”
SEE DIALOGUE - LINES & VOICE PROMPTS-PRAGUE

POINT 8.23: NOT REQUIRED, SHOULD BE INGAME CONV

IG-ANIM –Luddick standing outside his car.
He says he saw Bouchard leaving the premises just now – but Lara saw his body !! Luddick asks if she got what she was after. Lara nods.
SEE DIALOGUE TOM-LUDDICK-CODE.

POINT 8.23a

IG-CONV - dialogue in Luddick’s car as they drive to the Strahov.
Luddick has acquired a pass code that will get her in. Luddick is too afraid to use it himself. Workers go missing around the Strahov – all kinds of spooky goings on. She can have it if she passes on anything useful she uncovers to him. It’s a deal.
SEE DIALOGUE TOM-LUDDICK-CODE

[NB Depending on whether Lara was FRIENDLY or UNFRIENDLY in their previous conversation he may offer her a Gloch 13c machine pistol for sale whilst in the car. Depending on whether Lara has the money she can buy it from him.]

POINT 9.1: HIGH PRIORITY - SIMPLIFIED

IG-ANIM - Lara and Luddick arrive at the Strahov by car.

From here on it becomes gameplay.

Lara leaves the car and heads down the alley. At the end is the workers’ door. She keys in the code and the lock clicks open, she enters cautiously. There are crates lying around with ‘Turkiye’ stamped on them. “Those crates are from Turkey, Cappadocia.” Strahov guards are chattering security lines to each other.

SEE DIALOGUE - LINES & VOICE PROMPTS-PRAGUE (for both Lara’s lines and the guards’ lines.)

POINT 9.12:

FMV - On her way through the ducts Lara witnesses her first Monstrum killing. We see Luddick being forced into a small store room by Gunderson, the guy who was chasing her in Paris in the Louvre. Luddick looks out of his depth, pleading to Gunderson to let him go. Eckhardt enters the room. Luddick freezes with fear. Eckhardt tells Gunderson to leave after being informed Luddick was caught snooping around.

Luddick is frantic and says he knows about Eckhardt’s Mafia operations. Eckhardt is amused at just how wrong Luddick is. Lara watches stunned as Eckhardt knocks Luddick out then walks over to the wall and scratches symbols in the plaster using the Glove. He chants quietly in an ancient language as he works. He then returns to Luddick who is stirring awake.

Eckhardt slashes at Luddick with the Glove, steps over the body and digs the Glove into Luddick’s chest. Luddick’s skin transmutes into metal/crystal as the Glove enters the body.

Eckhardt appears to be trancing as he slowly pulls the Glove from the transmuted chest. Energy glows around the Glove and up into Eckhardt’s arm. The symbols on the wall begin to bleed as the ritual is completed. Eckhardt stands and sweeps out of the room and turns the lights off without looking back.

Lara realises she’s witnessed some grotesque alchemic ritual.
SEE DIALOGUE: TOM-LUDD-ECKHARDT.

POINT 9.15a: HIGH PRIORITY - TO BE SIMPLIFIED

IG-ANIM - Lara finds a computer screen with a map of the entire complex on it. It's the security grid system. The huge doors of the hall she's just passed through have an ultra high security grid too, a 50.000 volts defence system.

A part of the complex catches Lara's eye. It's down on sub level 6 of the complex, marked Bio-Hazard, extreme security area. "I wonder what needs that kind of security to keep it in." There are a couple of other hi-sec zones that she can highlight labelled Bio Domes I and II and a Boaz chamber. She takes out the Engraving and holds it over the screen. It shows that the location of the Vault of Trophies in an unchanged part of the Strahov complex. She traces the modern schematic onto the Engraving noting that her route goes through the heavily electrified Bio Dome area. Better shut it down to clear her route. She cuts the power and leaves. "I'd better get moving whilst the grid's down." We see areas on the console flashing then going blank with little warning beeps. The high security Bio Hazard area on level 6 has powered down, as have the Bio Dome and Boaz Chamber. Ooops!
SEE DIALOGUE - LINES & VOICE PROMPTS-PRAGUE.

POINT 9.15b: (APPROX TIMING = 30 secs) TO BE EDITED DOWN*

CUTSCENE - The Bio-Hazard hi-sec holding area deep below the Strahov. A guard at a console drops his paper as lights begin to go off. Through the observation port we see lights dimming in a huge chamber with a massive reinforced containment bell suspended from chains and power cables. Sounds of power dropping. The guard hits a red panic button. Klaxons start to ring. Three guards approach the bell with guns and cattle prods, flashing red emergency lights give the scene a demonic touch. The door to the bell has been ripped open from the inside. Panic! A half seen shape flashes across screen. The three guards get taken out by a blur of shadow that rips into them. Screams of fear and pain topped by a hideous animal shriek. Utter panic in the control room!

POINT 10.3: MEDIUM PRIORITY

IG-ANIM - Camera flies through the Bio Dome and ends at the huge DE-CON gates which hiss open amidst clouds of steam. Lara emerges from the mist into the Botanical section wearing her classic combat shorts, bikini top and heavy ordnance. She stands over a floor sign which reads – BIO DOME 1. PROCEED WITH CAUTION. "Feels good to be packing again."
SEE DIALOGUE – LINES & VOICE PROMPTS-PRAGUE.

POINT 10.8: (APPROX TIMING = 65 secs)

CUTSCENE – Lara witnesses a meeting between Eckhardt and the Cabal on an observation platform above the Bio Dome. Grant Muller sits at his desk. Eckhardt runs in with Gunderson and demands to know who cut the power. Muller says it wasn't him.

Eckhardt is concerned that every thing locked down and all the doors sealed. Boaz rushes in a panic. The Proto Nephilim is loose. Eckhardt goes apeshit. It should have been destroyed ages ago. It's too dangerous to be running around loose. Being half Nephilim the only thing that can kill it is a Periapt Shard and the one they have is locked away.

Eckhardt is incandescent and grabs Boaz with the Glove. She screams as Eckhardt stares at her hungrily seeming to be fighting with some inner impulse to kill her. He spins her around and shoves her into a waiting bio-pod which closes around her and drags the struggling figure

into the water far below. Her muffled screams can be heard until the water shuts off the noise.

SEE DIALOGUE: TOM-ECK-BOAZ

POINT 10.10a:

IG-CONV - Lara runs into the cowardly Muller who is no fighter and blabs a lot of details about the Cabal. He breaks free and sets a swarm of mad killer insects on Lara to cover his escape. SEE DIALOGUE TOM-MULLER.

POINT 10.14: (APPROX TIMING = 45 secs)

CUTSCENE – Lara is trapped inside the DE-CON chamber. A figure taps on the heavy safety-glass window and peers in. It's Kurtis, the guy from the Louvre. He's trapped her in using the manual over ride now that the power is down. They exchange banter, Lara showing him the crystal he dropped at the Louvre and him saying she has caused enough trouble by shutting the power down. He'll have to go put it back on whilst she cools her heels in the DE-CON for a while. He'll be back for the Shard. SEE DIALOGUE: TOM-KURTIS-LARA.

POINT 11.1: NOT REQUIRED- CAN BE INGAME

IG-ANIM - Kurtis ventures off to switch the power back on. To the left of the decontamination (De-Con) chamber is a large double door with a lift symbol above it. The door is jammed. Kurtis tries the button next to it - no power. He steps back from the door and closes his eyes, then reaches out with both hands held together almost like he is praying. The doors move apart momentarily. We cut to Lara looking out through the glass at Kurtis. She's wondering what the hell he's up to. Back to Kurtis as he pushes his hands apart and outstretches his arms. As he does so the doors open smoothly. He opens his eyes whilst breathing heavily and runs inside just before the doors close behind him.

POINT 11.7: NOT REQUIRED - AUDIO PROMPT

IG-ANIM – In the sub levels of the Strahov. Kurtis is watching a technician is working on the lift trying to find out why the power was shut down. He talks to someone over an intercom system, worried about going down into sub-level 6 where the generator is. He hopes the auxiliary power comes back on soon. Kurtis now knows he has to get to sub level 6.

SEE DIALOGUE - LINES & VOICE PROMPTS-PRAGUE (for Kurtis and the technician).

POINT 11.11: NOT REQUIRED as we already have three proto intro scenes.

IG-ANIM - Kurtis nears a corridor junction when an inmate dashes around the corner from the left. He is wielding a chair leg at Kurtis. A guard appears from behind the inmate, shoots the inmate and then looks at Kurtis and takes aim. Suddenly the guard is dragged off to the right by a large fast moving shape - it's the Proto Nephilim. Within a few seconds the guard's screams can't be heard. It must have dragged him into one of the vents. Kurtis looks put out by what he's seen, but not worried. He grits his teeth

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

POINT 11.14:

IG-CONV - If Kurtis enters a particular cell he will encounter a madman, one of the drivers who disappeared. He sits in the corner rocking back and forth. The madman gibbers about a screamer, a black angel who is going to kill them all. They were being fed to it but it got out from its cell and started killing the guards.

Depending on whether Kurtis is FRIENDLY or UNFRIENDLY he gets clubbed on the head by the madman or goes out into the corridor to tackle the Proto. Two possible outcomes: a/ the Proto runs off or b/ it gets into the cell and kills the madman. If the Proto runs off Kurtis goes back into the cell and gets some info on where the Sleeper came from. Kurtis leaves the cell. SEE DIALOGUE TOM-KURTIS-INMATE.

POINT 11.22: (DONE - COMPLETED BY PHIL)

CUTSCENE - A scientist sits at his desk eating a sandwich. Camera pans past a Da Vinci style chart of the Sleeper attached to wires and stuff. Silently the Proto Nephilim drops down from the vent at the back of the room. The scientist looks round in horror drops his sandwich and runs for the lab door. The Proto lunges at him.

POINT 11.27a: (DONE - COMPLETED BY PHIL)

CUTSCENE - Kurtis sees the Proto in a corridor chomping on a dead guard. It finishes and leaps up through a roof vent.

POINT 11.40a: HIGH PRIORITY Trigger for this scene?

IG-ANIM – Kurtis summons his psychic strength to close the generator room door with the Proto right behind him. He manages to slam it shut just as the Proto leaps at the door. It's trapped on the other side. "That was too close." There is a mad scrabbling noise and the Proto jumps from the vent and lands inside the room. It's time for the final face off. "Alright, let's see what you got, chimp boy." SEE DIALOGUE - LINES & VOICE PROMPTS-PRAGUE

POINT 11.42a: LOW PRIORITY

IG-ANIM - cut back to Lara sitting in the DE-CON chamber in the Botanical Section. She sees the light flick on and the door hiss open. The power is on again.

POINT 12.1: (APPROX TIMING = 2 mins 45 secs) TO BE EDITED DOWN*

[ALL DIALOGUE IS FROM: TOM-KURTIS-L-PROTO]

FMV – Kurtis returns to the DE-CON chamber, he unlocks the door, the chamber is empty he enters and looks around. Lara drops down from behind Kurtis and holds him at gun point. The door into the 2nd Bio-Dome area is now open. Lara half cocks the gun and smiles. Kurtis closes his eyes waiting for the bullet. Lara pulls the trigger and takes out a mutant creeping up behind Kurtis. They talk and come to a working agreement, they do have similar goals after all.

CUT TO: a fuzzy camera view watching Lara and Kurtis. Their conversation is being watched by the Karel and Eckhardt. Lara asks for the painting back that he stole. Kurtis tell Lara that it was stolen from him too by Bouchard. They need to find the last painting and destroy it using the Shards before Eckhardt can awaken the Sleeper and complete his plan to rebreed the Nephilim race. One of the three Shards is here in the Strahov hidden by Eckhardt.

CUT BACK TO: Lara as she gives the Louvre Shard back to Kurtis. When Lara asks how the Shards can be used to kill Eckhardt Kurtis says Eckhardt must be stabbed with all three Shards.

Lara pulls out the Obscura Engraving showing the location of the final Painting. They agree that Kurtis should head for the Alchemist lab where he thinks the third Shard is hidden. Lara goes off to get the final Painting. According to the map in the Engraving the entrance to the Vault is underwater. Lara enters the 2nd Bio-Dome area and Kurtis vanishes back into the lift shaft.

CUT TO: Eckhardt and Karel monitoring everything. They are happy to let Lara find the last Painting for them. Meanwhile they will take care of Kurtis as he heads their way.
SEE DIALOGUE: TOM-KURTIS-L-PROTO

POINT 12.6: HIGH PRIORITY

IG-ANIM - Lara in the armoury with diving suits stacked up with ammo, harpoon guns, drilling equipment and lockers. She puts on a diving suit. She finds an aqua lung and mini back-up canisters and heads back outside.
Lara :Walk, Pickup Item

POINT 12.14: HIGH PRIORITY – SIMPLIFIED

Simplified greatly from description below

IG-ANIM - A rocky chamber greets Lara as she emerges from the water. Stone stairways leads to an entrance high up in the wall. Lara starts to undo the aqualung and remove her flippers. As she does so the camera pulls back up to the entrance. Lara is obscured by the rocks for a couple of seconds. The camera sits near the entrance looking out over the ledge. The rocky floor can be seen in the distance, no sign of Lara.

Suddenly she climbs into view over the lip of the ledge, and we push into extreme close-up as she walks over the camera and into the entrance tunnel. Lara has changed back into her Tomb Raiding outfit.

POINT 13.9: (APPROX TIMING = 1 min 45 secs) TO BE EDITED DOWN*

CUTSCENE – Lara breaks the waters surface and swims to the side of the pool where she is greeted with a cynical round of applause. Eckhardt is standing there with Muller, Karel and Gunderson who holds Kurtis at gunpoint. He never made it to the Alchemist lab.

Lara is taken by surprise as the service platform she saw earlier suddenly rises from the depths and carries her with it. It rises above the waterline and locks into place. Lara stands up.

Eckhardt demands the painting from Lara. He grabs Kurtis with the Glove. “I am not interested in you or your friend Ms Croft. Give me the painting and you may both leave.” Lara throws the painting to Eckhardt. He gestures to Gunderson who then pushes Kurtis over the edge, into the pit.

Kurtis and Lara stand together, Eckhardt gestures to the other Cabal members to leave and orders Gunderson to open an armoured door level with the pit. “Gunderson, release Boaz.” Eckhardt turns to Lara and Kurtis – “This old colleague of mine was once a human – before she displeased me.” A small hatch window in the huge door opens and through it they can see a woman’s head. It’s Boaz. The door starts to rise revealing thick shadows.

Eckhardt gestures to the Cabal members to leave through an armoured gantry door behind them. Before they exit he turns on Muller, “Not you, you useless piece of dross. You failed me too. Your reward is to share Boaz with her new friends.” Muller gets chucked into the pit where the door has now opened fully. From the darkness within he gets squirted with strands of sticky goo and dragged screaming and pleading into the lightless doorway. His shrieks are all we see of his fate as Boaz cuts him up.

Kurtis and Lara see the Cabal are leaving by the gantry gate above them. It’s the only way out. Kurtis shouts to Lara, “Come on. I’ll give you a boost.”

Lara does a one step jump into Kurtis’ clasped hands and he hoists her, using his psychic boosted power, in a graceful arc onto the walkway. She lands and shouts, “Kurtis, quick!” as the grotesque bug-Boaz scuttles terrifyingly into view. Boaz has been engulfed by a monstrosity with only her face recognisable.

Kurtis shouts that the thing is too fast and that Lara should get after Eckhardt. He throws Lara his two Shards telling her to find the third Shard whilst he takes care of the Boaz-bug-thing.

Lara runs at the closing door and slides under it, just as it’s about to close.

Kurtis turns to face the monstrosity.
SEE DIALOGUE: TOM-ECK-PAINTING

POINT 14.4a (APPROX TIMING = 15 secs)

FMV – The Boaz beast falls to the floor in a heap (after all four of its

acid glands have been destroyed). Kurtis thinks he's killed it. "That-wasn't-so-hard!" he pants. But, as he watches, the real monster is now starting to hatch from within the splitting carcass to reveal the Boaz fly. "Oh, gimme a break!"

DIALOGUE IS AS WRITTEN HERE:

"That-wasn't-so-hard!"

"Oh, gimme a break!"

POINT 14.6: (APPROX TIMING = 25 secs)

CUTSCENE - Kurtis mortally wounds the Boaz fly creature and it falls to the floor. He stands over it and puts the gun to it's head. Boaz hisses back at Kurtis but is seemingly too weak to attack. The head falls to one side.

Kurtis holsters his gun and turns toward the exit but as he does the Boaz fly's eyes flick open. Kurtis doesn't see this but the player does. The fly makes one last lunge at Kurtis, stabbing him through the stomach. Kurtis instinctively spins around and throws the Chakblade decapitating Boaz. She drops stone dead. Kurtis turns away, "Bitch!" then collapses on the floor.

POINT 14.6a:

CUTSCENE – First Cutscene of Kurtis using his Far-sight powers in Prague 4. Walks through door and uses powers to travel up and down a corridor, before passing through into a locked office, and reading a code number written on a post it note on a console.

POINT 15-10a: (APPROX TIMING = 1 min 48 secs) **TO BE EDITED DOWN***

CUTSCENE - Sparks fly down from high up in the chamber, Lara looks up and sees Eckhardt burning away the paintings and removing the metal symbols from the ashes. He places the symbols onto a vice-like contraption, locking each symbol into place. He then takes off the glove and locks it onto a device that hangs above the symbols.

Eckhardt pulls a few levers and the contraption welds the symbols together and fuses them to the glove. The molecular structure of the glove seems to change as the fusing process nears completion. Energy flows out and into the Sleeper. Eckhardt is triumphant as he takes the newly formed Sanglyph from the contraption and slides his hand into it.

Lara fires a warning shot, it zips past Eckhardt's head, alerting him.

Immediately the Sleeper begins to change, the rough angular cocoon starts to soften around its feet and slowly works its way up the body. The Sleeper is about to be awakened.

Lara runs for the ladder. Eckhardt pulls another lever which causes all of the ladders to retract into the walls. Lara must halt the revival of the Sleeper but how can she reach it? Eckhardt jumps down from the catwalk, his eyes wild with fury. "Still alive Ms Croft. I expected you to be dead by now." Lara takes Eckhardt on. It's a race against time before the Sleeper awakes.

SEE DIALOGUE:TOM-ECK-FINAL-LARA.

POINT 15-14 (APPROX TIMING = 1 min 50 secs)

[ALL DIALOGUE IS FROM: TOM-KAREL-ECKH-FINAL.]

CUTSCENE - Lara stabs him with two of the Shards, groin and chest, but is taken by surprise by Karel who snatches the last one from her. Eckhardt screams 'Go on. Kill her!' Karel swings the Shard but twists and plunges it into Eckhardt's forehead, his third eye. Eckhardt shrieks and starts to shrivel and erupt in ugly metal-crystalline growths. He's DEAD.

Karel offers Lara a place in the new Cabal and reveals himself as a Nephilim. He tells Lara she has nothing to fear from him. The Sleeper's revival machine is busily glugging away in the background.

To further convince Lara that he is no threat to her and they are on the same team Karel goes through a Shape Shifting gallery of faces. He goes all shimmery between each face. These

are all people he has morphed into through the game to help her out. There are faces from the streets of Paris, Bouchard at Vasiley's premises, his true Nephilim form etc.

As he talks he takes off his black leather gloves. Lara sees swirls on his hands. These types of swirls have been seen on statues of Nephilim and in manuscripts. On Karel's palms they make a distinct SYMBOL, the same one as on the Engraving at Von Croy's apartment. The SYMBOL triggers a final full flashback to events at Von Croy's apartment and who killed him – it was Karel.

FMV - FULL FLASHBACK OF EVENTS AT VON CROY'S APARTMENT.

POINT 15. 14a – (APPROX TIMING = 1 min 40 secs)
THIS SEPARATE FMV IS INSET INTO POINT 15.14 AND IS ONLY EVER SEEN HERE FULLY IN THE GAME. EDITED SECTIONS OF IT WILL HAVE BEEN SEEN ALREADY AS PART OF THE INTRO CUTSCENE POINT 1.1 AND THE PARTIAL FLASHBACK POINT 7.6 WHEN LARA FINDS THE ENGRAVING IN THE JACKAL HEADED WALKING STICK AT VON CROY'S APARTMENT.

At his apartment Von Croy is incoherent with fear and paranoid about whether Lara is who she says she is. He blabbers about a client who has him terrified and says he is being stalked.

Lara gets furious with Von Croy for getting out of his depth and acting so pathetically. She is still furious at him for leaving her in the tombs in Egypt. (Suggest all the dialogue throughout is muffled, distorted through traumatised memory.)
She starts to leave. He will do anything to get her to stay and presses a piece of paper into her hands (the fax from Carvier).

They argue furiously. Von Croy gets more incoherent and starts waving a firearm about. They struggle. Lara thumps him and sends him staggering back into his chair. Suddenly he flips completely and raises the gun at her. She lunges for him but he fires, seeming to miss her. He blasts away erratically yelling, "Get out! Get out!" Bullets fly and Von Croy is clicking on an empty gun when Lara is struck brutally from behind by an unseen intruder.

Lara is badly concussed and only half aware of the events taking place as Von Croy is picked up and shaken like a rag doll by a terrifying figure. Eckhardt is holding him up with one hand. The gun has gone spinning off under a heavy piece of furniture.

"You located the Painting for me. Why have you not delivered it?"

Von Croy is almost incoherent.

"I daren't collect it. It's too dangerous. But she'll be able to." A shaking hand points at Lara slumped in the corner.

Eckhardt turns and stares at her in icy silence for a moment.

"Then your usefulness is ended."

"Aaaargh! No!"

He begins to take Von Croy apart messily. We glimpse the Glove being used on Von Croy's as his organs and body are torn apart. Ugly symbols are being daubed all over the walls.

After dismantling Von Croy, Eckhardt is leaning over the mess (perhaps raises Von Croy's head or lifts a limp arm) and morphs into Karel. He walks over to Lara and drops Von Croy's glasses near her. "You humans break so easily." Lara see swirls and a symbol on his palms. He leaves.

[IN THE EARLIER VERSIONS OF THE FULL FLASHBACK WE SEE THE FOLLOWING SCENES. IN THIS VERSION THIS PART IS LEFT OUT.]

Neighbours are screaming in nearby apartments, people are banging furiously on the walls and a police siren is approaching. Lara manages to stagger over to Von Croy's body on the floor. The apartment is a mess, covered in bloody symbols. She tries to turn him over. Too

late. Too many bits. The police sirens are closer. She stumbles over to the mirror and stares at the blood on her hands. Fade to black.

END OF FULL FLASHBACK FMV.

SEE DIALOGUE: TOM-VON CROY'S DEATH.

POINT 15.14 continued

Lara realises who killed Von Croy and makes her decision –

“You killed Von Croy!” So it's no deal with Karel. He's furious and they fight it out.

SEE DIALOGUE TOM-KAREL-ECKH-FINAL

[GAMEPLAY Lara must grab Eckhardt's Glove and Sanglyph and destroy the Sleeper before the awakening is finished.. Energy is flowing from the Sleeper into Karel who becomes an elemental force. He shrieks that the Sleeper is the most powerful of all Nephilim, a source of terrible hellish power! His entire body changes into an energy heat-haze. He has become pure energy. He moves quickly in this pure energy state, but cannot attack Lara directly - he must reveal himself first.]

POINT 15-23 (APPROX TIMING = 45 secs)

FMV – Hanging from one hand Lara touches the Sleeper with the Sanglyph-Glove which instantly fuses to the Sleeper's body releasing a blast of energy that sets it spasming and jerking. Lara grabs onto one of the severed umbilical cables that swings away down to ground level.

The energy within the Sleeper blasts outward, arcing into Karel and ripping the lab apart. The Sleeper falls from it's constraints and crashes to the floor sending huge arcs of energy through the lab. Lara gets to her feet and dashes out, just in time.

End with the Strahov coming apart at the seams and self destructing nicely as Alchemic forces go out of control and rip everything to constituent explosive elements. Karel disappears.

Lara goes looking for Kurtis. She finds the pit levels and wreckage from his battle with the Boaz thing. She sees the carnage Kurtis left behind and kicks the carcass of the Boaz fly.

No sign of Kurtis anywhere, just a large pool of blood. Slowly she picks up his Blade. END