

CUT SCENE LIST

Paris

Paris	High Priority	7
	Low Priority	4
Prague	High Priority	9
	Low Priority	2
Total		22

High Priority:

- 1: Courtyard: 1.6**
Policeman checks the door to the courtyard. He opens door.
Uses torch to search area.
Note# Lara sets Cutscene off near dustbin, giving player clue where to hide.
Anims List: Cop – Open Door, walk, search
- 2: Courtyard: 1.6a**
Cut to in bin view. Lara's POV. As cop leaves the courtyard, leaving the door open.
Anims List: Cop – Walk, Search
- 3: Apartment Building: 1.16**
Lara nears the apartment building.
Note# Night vision effect. (Green Screen)
Lara runs and kicks door open. Enters door, it closes behind her. See view of cops legs as the run past low camera POV.
Anims List: Lara: Run, Kick Door, walk, Look Around
Cop: Run
- 4: Carvier's Apartment Window: 1.27**
Lara jumps from the apartment window. Overlooks railway. Fade out.
Anims List: Lara: Climb through window, run, walk, climb block, get up from duck.
- 5: Inside Railway Carriage: 2.1**
Fade up inside the railway carriage. Lara wakes up, takes notebook out of her backpack – Cut to INVENTORY.
Anims List: Lara: Wake up, Get Object from backpack.
- 6: The Club: 2.27**
In the Club, Lara hangs from a lighting rig. Her hand slips and see loses her gun and it tumbles and falls to the ground.
Anim List: Lara: Hang pose, Slip and drop gun.

- 7: **Bouchard Shoots Lara: 2.42**
Erm...Bouchard Shoots Lara...
Anims List: Lara: Stance, Death.

Low Priority:

- 1: **Rooftops: 1.19**
Helicopter View of Lara on the rooftops.
Note# Night vision effect. (Green Screen)
Anims List: Lara: Run, Look around.
- 2: **Eckhardt: 2.44**
Eckhardt leave before Lara arrives. Hands dropping passports?
Anims List:
- 3: **The Louvre: 4.15**
Inside the Louvre. If Lara gets cornered by security gates slamming shut and caught, she will be taken to a security holding room.
BLACK SCREEN. A door gets flung open and Lara gets thrown into the room. The door slams shut. BLACK SCREEN.
Anims List:
- 4: **Obscura Chamber: 5.16**
Final Obscura room. Lara reads out a Latin inscription, translating as she walks.
Anims List: Lara: Reach from backpack, walk.

Prague

High Priority:

- 1: **Arriving in Prague: 8.1**
Lara pulls into a back street in the borrowed vehicle. She gets out, speaks – “Great, another cold, dark city.” Cut to in game.
Anims List:
- 2: **Vasiley’s: 8.11**
Lara comes across Bouchard inside Vasiley’s premises. She sneaks up behind him and holds the gun to his head. He turns around and she hits him with the butt of the gun....Black.
Anims List:
- 3: **Handcuffs: 8.18**
Lara re-enters the backroom where she’d previously encountered Bouchard. He’s gone. The handcuffs are left hanging from the radiator pipe. Reaction – How the hell did he escape. “What the...?”
SEE DIALOUGE – ONE LINE
- 4: **Bouchard’s Body: 8.21a**
Lara forces the door open and the body of Bouchard falls out from behind it. Bouchard, how can he be here?
“What the hells going on here?”
SEE DIALOUGE
- 5: **Strahov: 9.1**
Lara and Luddick arrive at the Strahov by car. Lara gets out of car.

From here on the original Cutscene is now game play.
She heads down alleyway, unlocks door, finds crates etc.
- 6: **Computer Screen: 9.15a To be simplified**
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. Oops!
SEE DIALOGUE - LINES & VOICE PROMPTS-PRAGUE.

7: **Generator Room: 11.40a**

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

Anims List: Kurtis – Psychic strength, stance, draw gun?

8: **Armoury: 12.6**

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.

Anims List: - Lara :Walk, Pickup Item

9: **Rocky Chamber: 12.14 To be heavily simplified**

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.

Low Priority:

- 1: **Bio Dome: 10.3**
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.

- 2: **DE-CON Chamber: 11.42a**
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.