

CUTSCENE LIST AND BUG CHART

YELLOW MEANS FINAL

Ref.	Bug Fix	Bug	Level	FINAL
IG 1.16			Paris1 <i>Chased by Cops</i>	✓
CS 1.22			Paris1c <i>Lara in Skip</i>	✓
CS 1.22D			Paris1b <i>Lara Enters Apartment</i>	✓
IG 1.24			Paris1b <i>Carvier Hands Over Book</i>	✓
IG 1.25			Paris1b <i>Lara in Carvier's. Bad Result.</i>	✓
IG 1.26			Paris1b <i>Cops Burst in And Arrest Lara.</i>	✓
IG 1.27			Paris1b <i>Jump from Apartment Window.</i>	✓
IG 2.1			Paris2.1 <i>Lara wakes up on Train.</i>	✓
IG 2.6			Paris 2.1 <i>Kurtis on Bike.</i>	✓
IG 2.52 Now played from conversation			Paris 2.3 <i>Guard opens Gate.</i>	✓
IG 2.27			Paris 2b <i>Lara looses Gun.</i>	✓
IG 2.44			Paris 2c <i>Pawnshop</i>	✓
CS 2.51	Prog	Dynamic lighting needs turned off for cigarette.	Paris 2c <i>Lara's blown out of sewer Pipe.</i>	
CS 2.51a Runs from previous cut scene			Paris 2c <i>Cabal Meeting.</i>	✓

IG 2.42			Paris 2h <i>Bouchard Kills Lara.</i>	✓
IG 5.16			Paris 5_1 <i>Lara Enters the Crypt.</i>	✓
IG 6.66			Paris 5_3 <i>Floor Collapse Room</i>	✓
CS 6.2	Prog.	Rope Problems	Paris 4a <i>Gas Room</i>	
CS 6.16			Paris 4a <i>Shooting Glass Cabinets</i>	✓
CS 6.21 Linked from 6.16			Paris 4a <i>Lara Chases Kurtis</i>	✓
CS 6.21b Linked from 6.21			Paris 4a <i>Bouchard and Lara in the Car</i>	✓
		FMV - Flashback	Paris 6	✓
CS 7.19			Paris 6 <i>Dead Assassin</i>	✓
IG 8.1			Prague 1 <i>Arrive in Prague</i>	✓
IG 8.11			Prague 1 <i>Knocking out Bouchard</i>	✓
IG 8.18			Prague 1 <i>Handcuffs Swinging</i>	✓
IG 8.21			Prague 1 <i>Find Bouchard's Body</i>	✓
CS 9.1			Prague 1 <i>Luddicks car arrives at Strahoff</i>	✓
IG 5.55			Prague2 <i>Crane in Warehouse</i>	✓
CS 9.12			Prague2 <i>Luddick Dies</i>	✓
IG 9.15			Prague2 <i>Lara Studies Map</i>	✓
CS 9.15b Linked from 9.15			Prague2 <i>Proto escapes</i>	✓
IG 10.4			Prague3 <i>Lara's gassed.</i>	✓
IG 7.77			Prague3 <i>Plant closes Doors</i>	✓

IG 8.88			Prague3 <i>Plant Opens Doors</i>	✓
CS 10.8			Prague3 <i>Boaz gets It...</i>	✓
CS 10.14			Prague3 <i>De Con Chamber</i>	✓
CS 12.1			Prague4a <i>Lara Meets Kurt and shoots Patient.</i>	✓
IG 12.6	Prog	Water Doesn't raise at end	Prague3a <i>Lara Gets into Wetsuit</i>	
IG 14.6a			Prague4 <i>Far sight</i>	✓
IG 11.11	Prog		Prague4 <i>Guard Dragged by Proto</i>	✓
IG 11.22			Prague4 <i>Scientist Gets it</i>	✓
IG 11.40	Prog	Turn Off FX on Smoke	Prague4a <i>Meet Proto</i>	
IG 14.6b			Prague4a <i>Far Sight</i>	✓
IG 8.2	Prog	Turn Off FX on Smoke	Prague4a <i>Proto Dies</i>	
CS 13.9			Prague5 <i>Thrown To Boaz</i>	✓
IG 12.14			Prague5 <i>Lara Gets out of Wetsuit</i>	✓
CS 14.4a			Prague5 <i>Boaz Fly Appears</i>	✓
CS 14.6			Prague5 <i>Kurtis Stabbed</i>	✓
CS 15.10	DAN	Missing FX on sleeper	Prague6 <i>Eckhardt Gets Power</i>	
IG 15.12			Prague6 <i>Eckhardt Stabbed First Time</i>	✓
IG 15.13			Prague6 <i>Eckhardt Stabbed Second Time</i>	✓

CS 15.14	Prog		Prague6 <i>Eckhardt Dies</i>	✓
		FMV - Revelation	Prague6	✓
IG 15.15	Prog	FX To Be Activated – Not Coded Yet	Prague6 <i>Karel Floats Down</i>	
IG 15.16			Prague6 <i>Lara Runs For the Sleeper</i>	✓
		FMV _ END	Prague6	✓
IG15.24 From 15.14	Prog	FX To Be Activated – Not Coded Yet	Prague6 <i>Karel Flies away (2nd Part)</i>	
IG 9.99	Prog	Guard is BLACK	Prague4 <i>Proto Runs through Roof</i>	