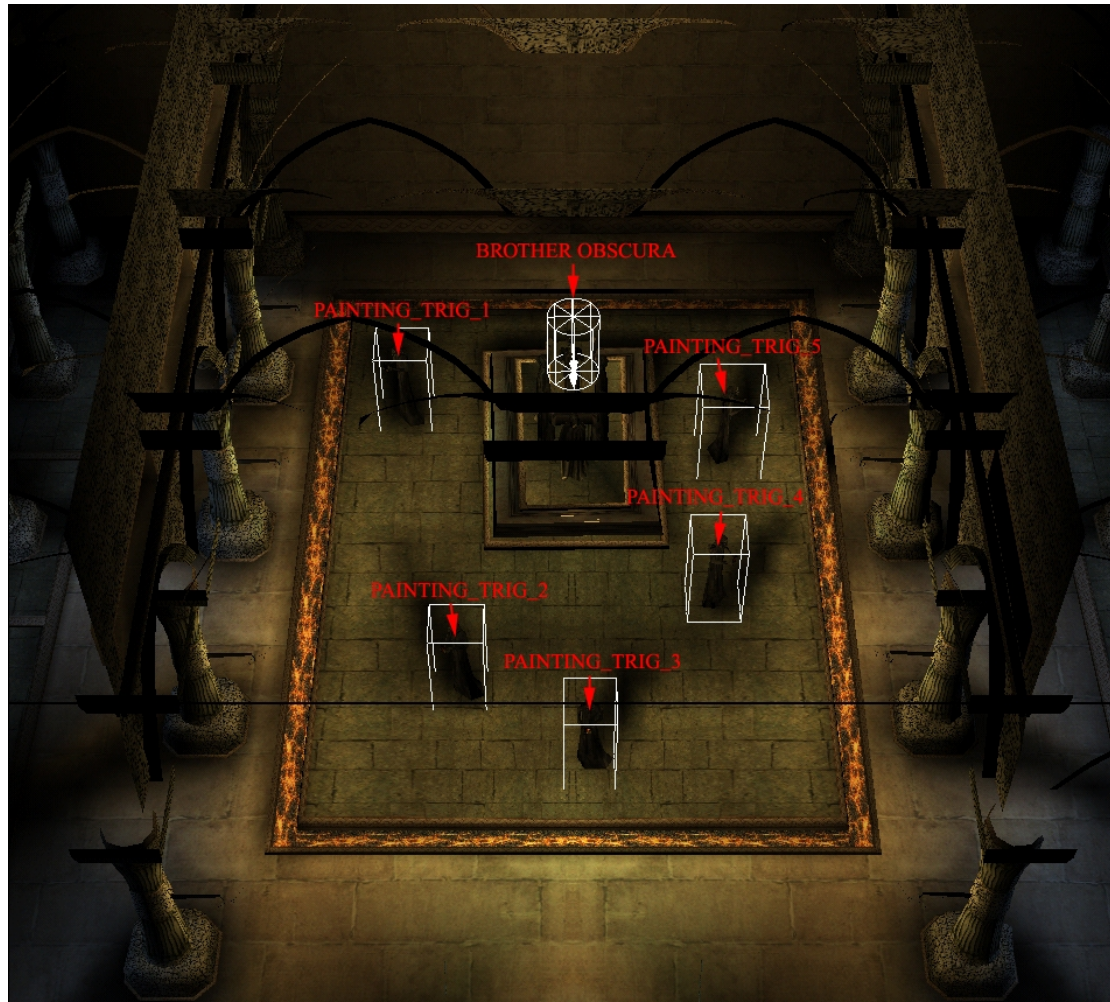


BROTHER OBSCURA

Brother Obscura is the guardian of the first Obscura painting, he will not let Lara take it without a fight. The image below shows the layout of the boss room and the key areas within it.



There are five statues in the room, four of the statues hold an identical FAKE Obscura painting, the fake paintings cannot be collected by Lara.

The real painting will start on the statue under `PAINTING_TRIG_3`, if Lara tries to collect it Brother Obscura will quickly fly through one of the other painting triggers and warp the real painting there. He will continue to do this every time Lara attempts to grab the real painting.

If Lara gets too near to one of the fakes Brother Obscura will fiercely attack her by flying through her, vastly depleting her energy.

If Lara isn't near any of the paintings then Brother Obscura will attack her still. He needs to be very swift when flying and attacking to allow him to cross the room quickly before Lara can get the painting.

The only way for Lara to collect the real painting is to blast Brother Obscura enough times to weaken him, when weakened Brother Obscura will disappear for a short while allowing Lara a few seconds to grab the real painting and get the hell out of there.

PAINTING WARP TRIGGERS

These triggers can only be activated by Brother Obscura, they are already set up to warp the real painting under them and switch the others off.

The triggers are called –

PAINTING_TRIG_1
PAINTING_TRIG_2
PAINTING_TRIG_3
PAINTING_TRIG_4
PAINTING_TRIG_5

LARA PROXIMITY TRIGGERS

These triggers tell Brother Obscura when Lara is close to one of the paintings. They could also tell him which statue to fly through next.

The triggers are called –

LARA_NEAR_TRIG_1
LARA_NEAR_TRIG_2
LARA_NEAR_TRIG_3
LARA_NEAR_TRIG_4
LARA_NEAR_TRIG_5