

WALK-THROUGH PARIS.

1. FMV Flashback – a jackel’s head, Von Croy’s apartment in disarray, a striking SYMBOL being daubed on a wall, a glimpse of Lara’s time in the desert, a mysterious SHAMAN figure, an AMULET, violent events at Von Croy’s apartment [ something very ugly and bloody is going on here], Lara with blood on her hands.
2. Titles – TOMB RAIDER: THE LOST DOMINION.
3. Opening FMV sequence. Lara being chased by police and dogs.
4. ZONE ONE – PARIS BACKSTREETS. Establishing intro. Lara starts in courtyard. She has a torn, blood stained fax with a symbol and an address on it – Mme Carvier’s.
5. The courtyard is full of ‘practice’ options with a variety of balconies of increasing difficulty. All exits are locked. For new task Lara can enter the TRAINING ZONE.
6. The TRAINING ZONE exists in Lara’s memory and is played out flashback style with the SHAMAN from the opening flashback tutoring her. First time this zone opens automatically. After that the zone can be accessed by selecting the AMULET in the inventory.
7. In a bedsit off one of the balconies items, jewellery etc can be found. These can be pawned later in the game.
8. Lara can exit the courtyard via A/ a policeman leaving the door to the courtyard open after examining it. B/ climbing down the back of the building.
9. Stealth intro - Lara is out in the streets and must evade capture by the police.
10. We overhear police shortwave messages saying the female they are chasing is a murder suspect in what looks like a MONSTRUM serial killing.
11. Lara enters an apartment building through a back yard using a fire escape - or - after being captured by police and escaping she enters the apartment building via a door. [The capture and escape are all cutscene.]
12. The police pursue Lara into the building and force her upwards to the roof. A police helicopter fires at her. She evades the chopper and gets down off the roof using a slowly collapsing drainpipe.
13. She checks the address on the torn fax page and heads into a more salubrious quarter of Paris. She rings at Carvier’s address and gets let in.
14. Carvier [and the player] are told that Von Croy is dead. Lara can’t recall clearly [or won’t tell Carvier ] what happened at Von Croy’s apartment.

15. Carvier tells Lara that Von Croy was working for someone called Eckhardt researching five 15<sup>th</sup> century Obscura Paintings. Von Croy was terrified of Eckhardt and asked Carvier for help because she works in the Louvre as head of Medieval and Renaissance Europe.
16. Everyone in Paris is terrified by the serial killer the MONSTRUM.
17. Carvier has a notebook of Von Croy's to give to Lara. Depending on whether Lara is friendly or unfriendly she will either get the notebook or have to steal it from the old lady. If the exchange has gone badly Carvier locks herself in a room and rings the Gendarmes as Lara searches for the notebook.
18. Lara gets out just ahead of a convoy of Gendarmes and makes for a derelict part of town. She holes up in a deserted railway carriage in an abandoned siding.
19. **ZONE TWO – PARIS GHETTO**. Next morning - Lara studies the notebook.
20. **THE NOTEBOOK**. It mentions the client Eckhardt who Von Croy is terrified of. There is another name LOUIS BOUCHARD who Von Croy bought a handgun from.
21. **THE NOTEBOOK** There are working notes on the five Obscura Paintings as well as sketches and doodles of odd looking symbols, the word NEPHILIM, weird alphabets and mention of another Obscura Painting in PRAGUE with the name MATHIAS VASILEY.
22. NB – when looking at the notebook the player can flick through all the pages of notes, sketches etc. But much of the information is only relevant in particular locations. In those locations the notebook will automatically open at the relevant pages.
23. For example there are details not specifically relevant to this section i.e. drawings of odd creatures [Nephilim], symbols that are part of some unlocking code [at the buttress in the Louvre], something called the CUBICULUM NEPHILI, symbols, alphabets and so on.
24. NB – **THE PARTICULAR SYMBOL SEEN IN THE INTRO FMV NEVER MATCHES UP EXACTLY TO ANY OTHERS LARA FINDS IN ANY OTHER PLACE EXCEPT ON THE WALLS OF VON CROY'S APARTMENT AND IN THE COPIES OF THE OBSCURA ENGRAVINGS LARA FINDS THERE - UNTIL THE VERY END ON THE VILLAIN'S PALMS.**
25. **THE NOTEBOOK** can be added to to keep track of essential details and will be in Lara's voice as she reads it.
26. Lara leaves the railway carriage and heads off to look for Bouchard.

27. Lara talks to various street characters asking for Louis Bouchard. Can take various approaches – F (friendly) or U (unfriendly). Some lines of enquiry will also trigger a C (context) linked response.
28. The first character she meets is a tramp. He has no information except for a Café X where the owner may be able to help.
29. Depending on what order Lara talks to characters and whether she is friendly or unfriendly she can get to Bouchard's by various routes.
30. From a variety of characters Lara can learn that Bouchard is a feared underground crime lord.
31. From a dodgy street dealer Lara can find out that Bouchard ran a club Le Serpent Rouge.
32. Other characters like the kiosk owner and the herbalist can each provide extra links to help Lara find out that Bouchard has a doorman-guard that she will have to get past.
33. She has to buy a paper from the kiosk owner [if she has any money] to get the information about the doorman. She also reads of Carvier's death.
34. Lara can buy health items from the herbalist and with the snippets of info from the kiosk vendor she gets further hints about the doorman.
35. A street girl, Janice, will let Lara know that Bouchard used to run a club but his men have been under some grisly attacks and he has gone into hiding. Janice also gives Lara leads to get info out of two other characters: the café owner and an ex-janitor who had both worked at Bouchard's club.
36. We see Kurtis in Café X but don't know who he is or get any conversation out of him.
37. From either the café owner or the ex-janitor Lara can gain access to the old club to retrieve something they both claim to have left there.
38. At the old club Le Serpent Rouge Lara runs into gunmen but retrieves the item, a small 'Box' which lights up the face of anyone opening it – but we never see what's in it.
39. In return for the 'Box' Lara will get either a password from the ex-janitor to get her past Bouchard's doorman at his new hideout or a contact from the café owner to someone who knows where Bouchard's hideout is.
40. The café owner mentions someone else has been asking the same questions as Lara. [It was Kurtis, the guy in the café, but we don't know who he is yet.]

41. PAWNABLE ITEMS. Lara can find items that she can pawn for money to bribe the doorman or buy health items. In one scenario she can bet with a gym trainer for his gold watch if she floors one his lads in the ring.
42. So now Lara can attempt to bribe her way past the doorman with money from items pawned – or – she may have the ex-janitor’s password for the doorman – or – she may have a contact from the café owner to a lady called Francine who can show Lara the back way into the churchyard where Bouchard ‘s hideout is located.
43. BOUCHARD’S HIDEOUT in the old church. Creeping around Lara comes across a hideously deformed guy in a bed with metal eruptions all over his body. He screams and guards come to hassle Lara and take her into Bouchard.
44. Depending on how Lara talks to Bouchard, friendly or unfriendly, Bouchard either kills her on the spot or gives her information and a contact.
45. Bouchard admits helping Von Croy when he came asking for help. He gave him a contact who could provide information on recent archaeological diggings in the Louvre.
46. Lara asks about the injured man in the sick bed. Bouchard seems to think it may be the Monstrum who has been attacking his men.
47. He can give Lara the same contact he gave to Von Croy, Daniel Rennes the pawnbroker, if she will deliver some Czech passports for him. Lara agrees. Bouchard can’t provide her with any guns. He needs all the firepower he can get. Rennes can help her out.
48. THE PAWNBROKERS. As Lara approaches the pawnbrokers a tall figure rushes past her and into the shadows. [Eckhardt but we don’t know that yet.] Lara enters the premises and finds the shop barricaded to the back is open. She goes in. No one is about. The place is full of combat gear which she helps herself to including a tranquilliser gun and darts.
49. She notices a sealed, reinforced hatchway set into the floor. Then she finds the pawnbroker – dead Monstrum style.
50. Player gets a privileged view of a silhouette figure outside in the street watching the premises. [Kurtis.]
51. On the pawnbroker’s body is a code for a safe. Inside the safe is a backpack with Von Croy’s name on it. It contains maps of the Louvre, torches, explosives, GPS’s etc. He obviously never got here to pick it up.
52. Opening the safe set off a trigger and metal gates slam shut on all exits. An alarm goes off. Lara has to get out quick via the reinforced hatchway. The key is the computer. If Lara doesn’t solve it – boom! If she does we see her escaping down a tunnel which leads to the Seine and jumping onto a barge just

passing by. This is watched by the silhouette figure with some special night vision ability.

53. THE MEETING. Player privileged view: figures round a table presided over by the figure we saw leaving the pawnbroker's [Eckhardt, but we don't...etc]. He addresses the group as the CABAL. They have three of the Obscura Paintings already and thanks to Von Croy they know the fourth one is here in Paris. The fifth has been tracked down to Prague. Their reward is close. The last element is in place. The CUBICULUM NEPHILI, The Sleeper, has just been delivered to Prague from Turkey. Restrained jubilation from shadows.
54. On the barge Lara, in new combat gear, examines the maps in the backpack Von Croy didn't pick up. They show recent archaeological digs in the Louvre and the storm drainage system. When superimposed she can work out a place where the dividing wall is breachable.
55. Von Croy's notebook says the Obscura Painting he has tracked down is in the diggings through something called the Calendar Chamber. There are other clues and notes about further obstructions on the way. Lara can access these at any time but they will open automatically at the relevant moments.
56. **ZONE THREE – SEWERS AND OLD LOUVRE.** Lara enters the storm tunnels from the Seine. She negotiates her way into the system leaving GPS's in case she needs to find her way back. These can be used to save the game.
57. She is being watched by the mysterious figure in silhouette again.
58. She overcomes lots of sewer traps and difficulties and locates the thin dividing wall which she blows with her explosives. Depending on how she does this she may have to swim beneath burning oil on water. She emerges into the first Buttress gallery. This was a public area, now closed. Lara's route takes her up into the modern part of the Louvre complex.
59. **ZONE FOUR – MODERN LOUVRE AREA SEGMENT ONE.** There are the Louvre guards, alarms, infra-red etc. Lara must proceed with stealth to the excavation area going through Carvier's office.
60. No weapons involved except the tranquilliser gun taken from the pawnbroker's and a taser Lara can take from a guard.
61. If Lara gets caught she is locked up in a holding room and must escape using things she finds in there. Voice prompts will activate if the player gets stuck.
62. CARVIER'S OFFICE. Lara enters with key found in X-Ray room (which contains gas masks). Carvier's computer terminal holds info on the OBSCURA ENGRAVINGS which Von Croy was trying to track down. Copies have been found in Prague by MATHIAS VASILEY, an antiques dealer. Vasiley a hidden map in the 5<sup>th</sup> Engraving may show where the 5<sup>th</sup> painting is.

63. The five OBSCURA ENGRAVINGS are the only record of the images of the Obscura Paintings. The history of the Obscura Paintings is given, how the original images on the wooden plaques were painted over with Christian imagery by a monk Bro Obscura. They contain encrypted maps of the Paintings' locations.
64. The player may be able to access real websites from here. There will also be images of the mythical Nephilim and a variety of Nephilim artefacts, symbols, alphabets and histories.
65. Lara makes her way from Carvier's office to the archaeological site.
66. **ZONE FIVE – OLD LOUVRE – THE ARCHAEOLOGICAL DIG.** The dig is a second buttress with equipment left lying around. Lara uses Von Croy's notes to solve the brass puzzle lock into the buttress.
67. Inside she finds a Hall of Seasons with doors relating to the four seasons. This is a Lux Veritatis domain. Solving each puzzle she sets an ancient mechanism in motion which takes her to the BROTHER OBSCURA PAINTING ROOM where the painting is guarded by the enraged spirit of the monk who painted the images.
68. Lara gets the painting but triggers a trap. Water floods the chamber and she has to swim her way out.
69. **ZONE SIX – MODERN LOUVRE AREA SEGMENT TWO.** Lara enters the corridors to find guards collapsing gassed.
70. A cutscene shows an SAS style hit squad in gas masks being directed through the Louvre. The leader is one of the figures we saw before at the gathering of the CABAL. He is watching a playback of Lara, and someone else [Kurtis, but we don't...etc] running around in the Louvre.
71. Lara knows the stakes have just gone up. She has to get out of the Louvre quick. The new protagonists are heavily armed. A voice prompts reminds her to get a gas mask from the X-Ray room. She can also X-Ray the painting to see a hidden metallic object/symbol which Von Croy's notes says is hidden. She sees the symbol
72. She has to disarm a trooper. She can now take out enemies. If she dies at this point the game will save to the last GPS she put down.
73. The mysterious stranger appears behind Lara, holds her at gunpoint and takes the painting.
74. The gun toting heavies burst in and Lara and the stranger make a break for it. The stranger slows Lara down and uses a security override device to try and trap her.

75. OUTSIDE THE LOUVRE. Lara follows the stranger round a corner and sees him unconscious on the floor. As she checks him out she gets hit too. From her blurry POV we see a figure in guard's uniform striding off with the painting. As the figure emerges from behind a pillar he has changed to one of Bouchard's thugs we have seen before. – Blackout!
76. She comes to to find Bouchard slapping her awake. No sign of the stranger. Bouchard tells her to hurry, the gunmen are coming. Her weapons are gone!
77. She sees a CRYSTAL SHARD where the stranger had fallen. She pockets it.
78. They run to Bouchard's waiting car. Lara tells him she has to get to Von Croy's apartment to check some things out. He offers to take her there. He was monitoring police shortwave and heard of a commotion in the Louvre. He thought she might need help.
79. On the way Bouchard tells Lara there has been another Monstrum killing reported, this time in Prague.
80. **ZONE SEVEN – VON CROY'S APARTMENT**. Bouchard drops Lara off at the apartment. As soon as she enters the building he makes a mobile call. "We have what we came for. Send in the cleaner."
81. Lara searches the apartment for the Obscura Engravings. The place is a mess, a SYMBOL daubed on the walls, furniture broken.
82. She finds: 1) the other half of the torn, blood stained fax that had Carvier's address on it at the beginning. 2) the Jackel headed walking stick with four of the five Obscura Engravings inside.
83. With the Engravings is a fax from a Mathias Vasiley in Prague.
84. Vasiley is telling Von Croy that he has uncovered the likely whereabouts of another Obscura Painting and has the fifth Engraving showing what the Painting is like.
85. Prague just keeps occurring as a link.
86. Other details here: legend of the 14<sup>th</sup> century Black Alchemist who made a pact with the Nephilim in return for immortality.
87. More Nephilim items can be scattered around the apartment that will prove relevant later on: images of Nephilim statues covered in body swirls, Alchemic alphabets and processes, mention of the CUBICULUM NEPHILI or The Sleeper.
88. One particular SYMBOL in the Engravings triggers a flashback of events in the apartment between Von Croy and Lara

89. **FLASHBACK.** Von Croy is shouting and waving a gun about which goes spinning into a dark corner. Violent confused images. A face from behind Lara is reflected in a mirror. Was it the face of the figure seen leaving the pawnbroker's?
90. Lara is jolted out of the flashback by sounds from downstairs.
91. We see a hitman breaking into the building.
92. Lara must retrieve the gun Von Croy dropped.
93. She shoots it out with the hitman. Kills him. His mobile goes off and Lara hears Bouchard's voice asking if she's been taken care of yet.
94. Lara takes the hitman's gun and some car keys. She leaves through the back.
95. Sees a Landrover parked in the alley. The keys fit. Inside are the hitman's stock in trade – lots of guns. As she turns the keys the radio is just broadcasting news of the killing of Carvier. The onboard Sat Nav system lights up display a route taken here from Prague.
96. Lara taps in the Prague address of Vasiley from the hidden fax into the Sat Nav and plots a route. She roars off.

#### WALK-THROUGH PRAGUE.

1. **CRIMESCENE – VASILEY'S PREMISES.** Lara parks the Land Rover and heads off with weapons and a small amount of cash. She breaks into the back of Vasiley's premises. Steps over what could be a patch of fresh blood. The place is a typical Monstrum murder scene.
2. She catches Bouchard creeping around and gives him a going over after tying him to a chair. He blabs he was coerced into cooperating with Eckhardt and the Cabal who ran an operation in Paris and run things here in Prague too. His blabby behaviour is uncharacteristic of what we know of him.
3. All evidence of Vasiley's murder has been removed and taken to the Strahov, the Cabal's stronghold. The painting Lara is after is in the Strahov somewhere in a lost Lux Veritatis chamber called the Vault of Trophies. Eckhardt has four of the five paintings he needs but not this last one. He is trying to find the Vault.
4. Bouchard suspects Vasiley had a clue to the Vault's whereabouts on a page of the Obscura Engravings. It's here somewhere.
5. Lara goes to check out the damaged premises. It's full of Russian Mafia stuff, guns, medical store etc. Confirmation of his exchanges with Von Croy is on his computer monitor.



6. Lara finds the page of Obscura Engraving and the clue to how to get to the Vault [some encoded map-puzzle]. She also finds Bouchard's torn and bloodstained jacket with wallet and ID.
7. She rushes back to where she left Bouchard. The chair is empty. The ropes are still there, still knotted. Weird!
8. Next stop the Strahov and the Vault of Trophies.
9. **STRAHOV MEDICAL**. Lara gets in and finds an almost 'normal' medical facility. A large store room has an empty stone casket that held something massive. Carvings on the side are in the Nephilim alphabets she has come across in Von Croy's notes and elsewhere.
10. When she comes across a records and security control room she finds the Vasiley murder evidence and a schematic of the complex. The place is vast. She turns off power to sections she wants to travel through to reach the Vault. First section is the Botanical section. Sirens are going off somewhere.
11. **BOTANICAL SECTION**. This is full of tropical plants, thick vegetation and hydroponic tank areas. It is entered through pressurised chambers. Inside Lara sees a sinister looking group gathered on a raised observation platform.
12. It's Eckhardt and the Cabal. There's a flap going on. By switching off power to some sections of the complex Lara has set something dangerous loose. Eckhardt is raving at one of the Cabal as others head off to deal with the rampaging Proto-Nephilim beast.
13. Eckhardt goes insane and kills Boaz who has ignored his orders to destroy the Proto-Neph ages ago. It's like a Monstrum killing using a weird looking glove, except that before she's dead from the crystalline and metal eruptions breaking out all over her body he pushes her into the grip of another mutant ugly thing. Boaz gets dragged off – dead?
14. Lara leaves them to it and uses the chaos to cover her dash for the Vault. She has to combat mutants and man eating plant things.
15. Part of the area which includes large water tanks is still under construction. Lara grabs an aqualung and fights aqua-muties. She encounters the Cabal member in charge of this area, Muller, and kills him.
16. She gets to the other side of the botanical area and is exiting through a pressurised chamber when the mysterious stranger appears and uses a manual lock to trap her inside. The far door won't function because of the power shutdown.
17. **PRESSURISED CHAMBER**. Lara recognises the guy from the Louvre who stole her painting. She flashes the crystal Shard at him. Stand off. He admits to losing the Louvre painting and wants his Shard back. No deal.

18. Kurtis says she has caused him a lot of trouble by cutting off the power and he will deal with her when he gets back from turning it back on again. He leaves.
19. **PLAY KURTIS #1.** He takes a route down into the basement levels which are really grim hospital wards, racks of mutant-human experiments in jars and live ones wandering the corridors. Kurtis fights Cabal guards and the rampaging Proto-Nephilim. He has special Lux Veritatis abilities and a Glaive discus weapon which he can control telekinetically. Cool!
20. Lara meanwhile escapes. When Kurtis comes there is a stand off with guns, which is broken by Lara blasting a mutie creature that was crawling up behind Kurtis. They agree a truce.
21. Brief background from Kurtis on wanting revenge on Eckhardt for killing his Lux Veritatis father. To get Eckhardt he needs the last of three Periapt Shards like the one he dropped in the Louvre. It's here in the Strahov in Eckhardt's old Alchemy lab. Eckhardt is almost immortal and without the three Shards cannot be defeated.
22. Kurtis already has two Shards sent to him when his father was murdered. He also knows what Eckhardt wants the Obscura Paintings for. It's to awaken the Sleeper [Cubiculum Nephili] and rebreed the ancient Nephilim race.
23. **OPTIONAL:** we may also get info on Eckhardt being sprung from his Castle Kriegler prison in 1945. The Lux Veritatis used the three Periapt Shards to keep him on the verge of death and powerless.
24. They split up. Kurtis heads off for the Alchemy lab for the third Shard. Lara heads for the Vault where the last Painting is. If she find and destroy the Painting Eckhardt can't complete his plan.
25. **CABAL SECURITY ROOM.** We see Eckhardt and Karel watching Kurtis as he runs through the complex. They watch Lara too and see her work out where the Vault of Trophies is.
26. **VAULT OF TROPHIES.** This secret Lux Veritatis location, which Eckhardt has been trying to locate for the Painting, is full of treasures from the historic Lux Veritatis wars with Eckhardt and the Cabal. Lara solves where the final Obscura Painting is.
27. As she leaves she gets ambushed by Eckhardt who has captured Kurtis. Eckhardt takes the Painting and they get taken down to a grim pit as a massive floor section descends into the lower levels. They can see what looks like Boaz's face through a tiny portal window in a huge door. Then the door opens! Boaz has been engulfed by a hideous bug thing. She lumbers out to kill them.
28. Kurtis throws Lara his two Shards and tells her to go after Eckhardt. She dives under the closing door after Eck.

29. **PLAY KURTIS #2.** KURTIS FIGHTS THE BOAZ MONSTER. He gives it a really good ass kickin' using his Glaive discus weapon and special Lux Veritatis abilities. He wins. He goes over to check the corpse but as he turns away the thing manages one last stab with a venomous claw. Kurtis spasms, drops the Glaive and collapses poisoned. Is he dead?
30. Elsewhere Lara is chasing Eckhardt but loses him in the labyrinths.
31. **ANCIENT ALCHEMIST LAB.** Lara discovers the lab Kurtis was looking for. It's Eckhardt lab from the 1400's and is full of prototypes, sketches and plans of his glove. Drawings of the symbols in the Obscura Paintings, drawings of a weird discus looking contraption [the Sanglyph] and equipment linked to dried out Nephilim limbs and torsos.
32. Info on Eckhardt's original pact with the Nephilim. He was made near immortal so he could carry out some tasks for them. He tried to cheat them and lost.
33. Info on The Sleeper – the Cubiculum Nephili, how he plans to revive this last Nephilim and complete his plan to rebreed the extinct race. He will fulfil an ancient prophecy and be the new race's god-like ruler.
34. Lara finds the last Periapt Shard where Eckhardt has been guarding it to prevent the three being reunited. If all three are used together he can be defeated. She steals it from its 'safe'. Now to find the bad guy.
35. **THE SLEEPER CHAMBER.** The huge chrysalis-crystal form of the Cubiculum Nephili, The Sleeper, dominates the chamber. It is wired up to a mad alchemy hi-tech hybrid machine sprouting wires and tubes.
36. Eckhardt burns away the outer parts of the Obscura Paintings and reveals the metallic Sanglyph symbols. They click together to form the Sanglyph, a discus-like shape which slots onto his Glove. Everything powers up. He jacks into the machinery on The Sleeper and wires glow, tubes bubble. Pure elements are being fed into The Sleeper. Countdown!
37. Lara arrives. Huge battle. Eckhardt uses the Glove and Sanglyph to smash and transmute everything around Lara into sharp pointy dangerous things. 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!'
38. Karel swings the Shard but twists and plunges it into Eckhardt's third eye. Ouch! Eckhardt shrieks and starts to shrivel and erupt in ugly metal-crystalline growths. He's dying. Why? Why?
39. Karel reveals himself as a Nephilim. His aim has always been to stop Eckhardt completing his mad plan. But only when the last Nephilim was revived, as it is about to be.

40. The new race of Nephilim will arise from the results of Eckhardt's work. The Pact will have been completed at last.
41. The Sleeper revival machine is busily glugging away in the background.
42. Eckhardt is gurgling that he can't die. Not now. Not ever, even if his body is rupturing and turning into a version of Mr Melty at Bouchard's club.
43. **OPTIONAL:** Karel, as a Nephilim, rips out Eckhardt's heart tearing away his immortal life force. What the Nephilim give the Nephilim can take away. Eckhardt really is going to die this time.
44. Karel tells Lara she has nothing to fear from him. The new order, the new race of beings will be benign. The Nephilim have only ever been fighting for their survival. He offers her a place in the coming glories.
45. To convince her he goes through a Shape Shifting gallery of faces he has used to help her out. Faces from the streets of Paris, Bouchard at Vasiley's premises, his true Nephilim form and even Eckhardt himself.
46. 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 are A distinct SYMBOL. The SYMBOL trigger a final full flashback to events at Von Croy's apartment.
47. **FINAL FLASHBACK.** Lara sees all the events we have seen before in more detail – only this time the face of Eckhardt in the mirror morphs into Karel. He was the one who killed Eckhardt.
48. Karel changes from Mr Nice Guy to Mr Ugly Bastard and his true Nephilim nature starts to surface in his features. Ugh!
49. Lara makes her decision – no deal with Karel. If he's after the same thing as Eckhardt he must be at least as evil. She grabs Eckhardt's Glove and Sanglyph and smashes The Sleeper before the awakening is finished.
50. The Sleeper erupts, disrupts, shrivels-dies-melts.
51. Karel escapes the collapsing chamber and disappears.
52. Lara goes looking for Kurtis. She finds the pit levels and wreckage from his battle with the Boaz thing. No sign of him anywhere. Slowly she picks up his Glaive. END.