

NOTEBOOK – LARA’S MISSION POINTS .

These notes get entered in the notebook automatically. They reinforce pointers that come up through contact with characters or discoveries in the game. All inscriptions go into the notebook’s mission points along with their translations.

**PARIS**AFTER READING INITIAL ENTRIES ALREADY IN THE NOTEBOOK.IN THE ABANDONED RAILWAY CARRIAGE (Gp2.1)

Find Bouchard.

Check out Eckhardt.

Get to the Louvre and find Werner’s Painting.

ON THE STREET\_(Gp2.5)

Find items to pawn for cash.

Buy health items.

AFTER TALKING TO:

TRAMP (Gp2.4)

DEALER (Gp2.6)

JANICE (Gp2.7)

KIOSK OWNER (Gp2.14)

Find Café Metro in Place d’Arcade.

AFTER TALKING TO DEALER: (Gp2.6)

Find Bouchard’s club Le Serpent Rouge.

AFTER TALKING TO JANICE: (Gp2.7)

Find Bouchard’s new premises (Le Serpent Rouge closed down).

Find Bernard, ex-Janitor at the club.

Contact café owner, Pierre, ex-barman at the club.

AFTER TALKING TO CAFÉ OWNER: (Gp2.17)

Retrieve the ‘Box’ at Serpent Rouge. In broken lighting rig.

Check out the stranger asking for Bouchard. [*Kurtis*] (Gp2.29)

Contact Francine. 17 Rue Dominique. Code 0536

AFTER TALKING TO JANITOR: (Gp2.18)

Retrieve the ‘Box’ from Serpent Rouge. In broken lighting rig.

Find Bouchard’s Doorman.

AFTER TALKING TO KIOSK OWNER: (Gp2.14)

Find the Doorman.

AFTER TALKING TO HERBALIST: (Gp2.15)

Find Bouchard’s Doorman.

AFTER TALKING TO BOUCHARD: (Gp2.43)

Deliver passports to Daniel Rennes, pawnbroker - Rue St. Mark and Cours la Seine.

Get into the Louvre.

**AT THE LOUVRE: (Gp4.1)**

Locate Carvier's office. Need security pass to reach the archaeological dig.  
Get access to the archaeological dig at the second buttress.

**RETURNING FROM THE DIG WITH THE PAINTING AND FINDING THE X-RAY ROOM: (Gp6.7)**

X-ray the Obscura Painting.

**AFTER CHECKING OUT CARVIER'S LOUVRE OFFICE: (Gp4.27)**

Check out Von Croy's apartment for four missing Obscura Engravings.  
Check on Mathias Vasiley in Prague.

**THE LOUVRE DIG – OUTSIDE THE FOUR ELEMENTS ROOM AND BEFORE THE OBSCURA CHAMBER – INSCRIPTION ON ARCHWAY. (Gp5.8)**

The wrathful sentinels guard the hall within.

**ULTRICES ATRIUM CUSTODIUNT.**

**THE LOUVRE - INSIDE THE OBSCURA CHAMBER - INSCRIPTION (Gp5.16)**

Through the spirit of the keeper behold the truth.

**ULTRA VIGILIS UMBRAM, ECCE VERITAS.**

**AFTER CHECKING VON CROY'S APARTMENT: (Gp7.3)**

Go to Prague.

**PRAGUE****ARRIVING IN PRAGUE: (Gp8.1)**

Look for 5<sup>th</sup> Obscura Engraving at Mathias Vasiley's premises.

**AFTER MEETING LUDDICK: (Gp8.3)**

Get into the Strahov.

Get Strahov entry code from Luddick.

**AFTER TALKING TO 'BOUCHARD' IN VASILEY'S PREMISES: (Gp8.11a)**

Locate the Vault of Trophies in the oldest part of the Strahov. Last Painting there.

**IN VASILEY'S DISPLAY ROOM: (Gp8.12)**

Check the premises for a hidden area.

**IN VASILEY'S HIDDEN ROOM. A MANUSCRIPT ON DISPLAY (Gp 8.17)**

The three Periaptis joined together burn (or glow) with righteous light to confine evil.

**TRES PERIAPTI CONIUNCTI CUM IUSTITIAE IGNE MALA CINGUNT.**

**ON ENTERING THE STRAHOV: (Gp9.1)**

Find the security control room.

**IN SECURITY CONTROL ROOM: (Gp9.14)**

Gain access to the Biodome.

Shut down power to clear a route through the Biodome to the Vault of Trophies.

AFTER KURTIS SAYING ECKHARDT HAS THE THIRD PERIAPT SHARD AND ONLY THEY CAN DEFEAT HIM: (Gp12.1)

Find Eckhardt's old lab. We need that third Periapt Shard.

GETTING NEAR TO THE VAULT OF TROPHIES: (Gp12.4)

Find aqua gear.

ENTRANCE TO THE VAULT GUARDED BY STATUES OF KNIGHTS: (Gp12.10)

Rearrange the statues – they are the key.

LATIN TEXT FOR VAULT ENTRANCE GUARDED BY STATUES: (Gp12.10)

**FRATRIBUS COLLATIS IANUAE PATENT.**

The Brothers reunited see the gates thrown open.

STRAHOV - THE DEAD KNIGHT'S BOOK IN VAULT OF TROPHIES. (Gp13.3)

The three Periapts joined together burn (or glow) with righteous light to confine evil.

**TRES PERIAPTI CONIUNCTI CUM IUSTITIAE IGNE MALA CINGUNT.**

AFTER KURTIS HAS THROWN HIS TWO SHARDS TO LARA FROM THE BOAZ PIT: (Gp13.9)

Find Eckhardt's old lab and the third Shard.

CHASING ECKHARDT: (Gp15.1)

Use all three Shards to destroy Eckhardt.

FIGHTING KAREL: (Gp15.11)

Use the Glove to destroy the Sleeper.