

TR-NG - Paris Tech Doc.

Gameplay Paris – These are all possible elements for each Point.

Point 1.5 - Courtyard.

Sound FX – Police Sirens, Stones being thrown and bouncing off various surfaces.

Model/Objects/Items – Crates, Cans, Stones etc.. G.P.S' throughout game.

Lara Anims – Pick up crates/stones etc., Stack/drop crates, Lara's head pointing to interactive item/object. (code)

Point 1.6

Sound FX – Cats meowing, bottles knocked over/smashing, Footsteps (police)

Spec FX – Flashlight (Police)

M/O/I – Police officer, Cat

Point 1.7 – 1st Balcony

Sound FX – creaking floor, climbing ladders etc..

Spec FX – Debris falling, Dust clouds.

Lara Anims – Climb Ladder, Step/Small jumps, Jump grabs. (Basic Moves)

Point 1.8 – 2nd Balcony

Sound FX – Lara Voice “*Too many police*”, Police Voice “*Halt, or we'll Shoot*” (when player tries to exit – game over)

Spec FX – Flashlights searching area, Police car Lights.

Lara Anims – Lara shakes her head if player tries something she can't do – Use with “*too many police*” speech.

Point 1.9 – Deserted Bedsit

Sound FX – Cupboard being unlocked + opened, Loosed brick being removed from wall, Large box being opened + pushed, Ladder being pulled down.

Spec FX – Dust falling

M/O/I – Brick, Large box, Ladder, Jazz Mag, Cupboard/Wardrobe.

Lara Anim – Jump, Grab Ladder and Sliding down with it, Push box, Pick up Brick + Jazz Mag.

Point 1.10 – 3rd Balcony

Sound FX – Falling Masonry, Courtyard Gate opening, Climbing broken masonry.

Spec FX – Dust + Masonry falling, Flashlight searching.

Lara Anim – Drainpipe climb, Wall climb.

Point 1.11 – The Roof

Sound FX – Water dripping (from water tower), Puddle splashes as Lara walks thru them, Picking up screwdriver/jewellery + other items **Pawnable Items should have a specific sfx – Point 1.9 bedsit**

Spec FX – Water dripping, Ripples in water

Lara Anim – Crouch + pick up screwdriver/other items.

M/O/I – Screwdriver, Pawnable items etc..

Point 1.13

Sound FX – Using Health items, Opening communal loo, Body Upgrade specific Sfx.

Spec FX – Body Upgrade (ready brek type effect)

Lara Anim - Body Upgrade – generic anim, or specific to each body part upgrade (Upper/Lower/Brain)

Point 1.15 - Access B.

Sound FX – Dragging garbage trolley, Lara out of breath/huffing (dragging heavy objects), Body Upgrade, Kicking door open.

Spec FX – Possible sparks coming off trolley, Body Upgrade, Dust particles.

Lara Anim - Dragging garbage trolley/heavy objects, Climbing onto trolley, Kicking door open, Body Upgrade.

M/O/I – Garbage trolley.

Point 1.16a – Inside Police van

Sound FX – Van door being kicked + flung open, Lara huffing as she kicks, Kick power bar?

Spec FX - Police van lights.

Lara Anim - Kicking Van door open, Holding 3rd kick and then relasing Correct Kick or Missed Kick, Climbing out of Van.

Point 1.17

Sound FX – Dripping/leaking water, Helicopter sfx, Police breaking their way thru apartment front door.

Spec FX – Dripping water, Puddles + splashes etc., Helicopter searchlight shining thru apartment interior.

Point 1.18

Sound FX – Doors being burst open, police firing tear gas, Canisters bouncing along floor, Gunfire + Ricochet, Reloading guns, Lara entering laundry chutes, Heavy police footsteps.

Spec FX – Tear Gas, Drifting smoke, Reduced visibility, Gunfire + Ricochet.

Lara Anim – Climbing into laundry chutes, Climbing up into attics and thru skyline.

M/O/I – Policemen

Point 1.20

Sound FX – Gunfire + Ricochet, Helicopter.

Spec FX – Tracer + Sniper fire, Gunfire + Ricochet, Dust and garbage being blown around via Heli., Water splashes, Helicopter Searchlight.

M/O/I - Helicopter and Sniper.

Point 1.23 – 1.27 are cutscenes.

Point 2.1 + 2.2 – Parisian Ghetto

Sound FX – Lara turning notebook pages, Voiceover of Lara reading notebook.

Lara Anims - Lara turning notebook pages.

Point 2.3

Sound FX – Noise of rats, Faint sound from Fire in Tunnel?

Spec FX – Glow from fire at tunnels' end, Dust affected by wind.

M/O/I - Rats, Fox?, Tramp.

Point 2.4 – tramp

Sound FX - Tramp mumbling to himself/to Lara, Dog panting/greeting Lara, Fire, Food sizzling on fire, Drinking whiskey (Lara).

Spec FX – Cinders from fire, Glow from fire.

Lara Anim - Drinking whiskey, Patting Dog.

M/O/I - Tramp, Dog, Rats (alive + cooked), whiskey bottle and trash etc..

Point 2.5a

Sound FX – Body Upgrade, Police sirens, Radio chatter, Opening jammed door.

Spec FX – Dust falling (Lara shimmy), Police car lights, Body Upgrade.

Lara Anim - Body Upgrade.

M/O/I - police + cars.

Point 2.16 + 2.13

Sound FX - rummaging thru trash, Rats/Cats/Dogs, Body groaning.

M/O/I – pawnable items (see list), trash + junk, Rat/Cats/Dogsscavaging, Body groaning.

Point 2.14 (Kiosk) + Point 2.15 (herbalist)

Sound FX – Conversations between Vender + Herbalist + Lara, Vendor whistling/coughing etc.

Lara Anim – Picking up paper + health, Reading paper,

M/O/I – Vendor, Herbalist, Newspaper, Health items, Cash.

Point 2.52 – The Doorman.

- Conversations between Lara + Doorman
- Sound FX of church gates opening
- Pawnable Items and Doorman.

Point 2.20 – The Garage (Serpent Rouge)

Sound FX – Unlocking + opening side entrance, Opening and searching Locker/tool chest + desk in office, Switching on power to Hydraulic lift, Power shorting out, Lara speech “*I don’t think I’m strong enough*”, Crowbar breaking in lock, Flickering lights in secret tunnel, The odd brick falling in secret tunnel, Trapdoor opening in garage, Creaks from fragile support beams and floor (secret tunnel), Body upgrade.

Spec FX - see Sound FX

Lara Anim – Lara searching thru desk/toll box etc., Trying to unlock locker w/ crowbar + breaking crowbar.

M/O/I - Toolbox, desk, locker, crowbar, Empty gun, Hydraulic lift + car, Health items, 2 keys (café Owner + janitor)

The Cellar – Janitor’s route

Sound FX – Police walking around upstairs, Opening fusebox, Pulling fusebox lever + lever snapping, Lights flickering/power being turned off/on, Using spanner on fusebox to turn off power.

Spec FX – light flickering, Sparks from fusebox, water dripping from water mains controls, Dust etc..

Lara Anim – Pulling/pushing fusebox lever, Making makeshift lever w/ spanner for fusebox, Searching thru crates/shelves/barrels.

M/O/I - Police officer, Adjustable spanner.

Point 2.19 – Pierre’s Route

Sound FX – Monkey swing on pipes, Police walkie-talkie chatter, Lights on/off, Body upgrade, Using set of keys, Policeman investigating.

Spec FX - Dust off pipes, Lights on/off, Policeman torch, Body upgrade.

Lara Anim – Monkey swing on pipe, Raising + Tucking in legs on pipes, Pressing herself up against wall.

M/O/I - Policemen, Set of keys, Walkie-Talkie.

Point 2.21 – The ground floor

Sound FX – Lights flickering, Auxiliary power coming on, Police patrolling.

Spec FX - Lights flickering, Police flashlights, Gunfire + Ricochet (if caught by police)

M/O/I - Police, Flashlights, Boxes containing lights + other equipment.

Point 2.22 – The DJ Booth

Sound FX – Booth music, Booth cable being plugged in?, Gunfire + Ricochet.

Spec FX – Booth disco lights turning on and moving, Gunfire + Ricochet.

Lara Anim – Plugging in booth cable into socket.

M/O/I – Police, Couple of valuables.

Point 2.23 – 1st Floor

Sound FX – Lara knocking into tables. Booth music still playing.

Point 2.24

Sound FX – Lara jumping onto lighting rig + it moving/creaking, 2nd Lighting rig giving way lurching noisily, Gunfire + Ricochet.

Spec FX – Gunfire + Ricochet, Dust + rubble off collapsing lighting rig.

Lara Anim – Lara jumping onto lighting rig + balancing herself.

Point 2.26 – The Lighting Box

Sound FX – Lara opening lighting box, Lara opening roof hatch, Fire door bar breaking.

Lara Anim – Opening hatch + climbing thru, Opening fire door via bar.

M/O/I - Key to lighting box.

Point 2.27

Sound FX – Lara switching lights on, Gunfire + Ricochet, Policeman breaking down door, Lara kicking down gantry, Body Upgrade.

M/O/I – Trinket box.

Point 2.28 – The Escape

Sound FX – Lara locking gantry door.

Point 2.29 – Route A – Lara and the box

Sound FX – Pierre using the phone (faint conversations, in French?)

Lara Anim – Handing box over to Pierre.

Point 2.30a + 2.30b

Sound FX – Wind, Crumbling drainpipes and boarding.

Spec FX - wind currents, trash being blown around etc.

M/O/I – Birds (2.30b)

Lara Anim – Lara reacting to birds (scaring her!) – 2.30b

Point 2.31 + 2.31a

Sound FX – Dogs barking (angry), chains rattling, Opening mausoleum door,

M/O/I – Dogs + chains.

Point 2.32

Sound FX – smashing mausoleum lid, Pushing off statue.

Spec FX – Dust + debris, Dust clouds etc..

M/O/I - Statue.

Lara Anim - Pushing statue.

Point 2.38a – Bouchards Hideout

Sound FX – Rats attacking Lara.

M/O/I - Rats.

Point 2.45a – The Pawn shop

M/O/I – Medi supplies, tools, Taser, Tranq-Gun + darts, Wallet.

Point 2.47 + 2.48

Sound FX – Alarm triggered, Metal shutters closing, Using Computer (2.48)

M/O/I – Maps, torch, GPS', explosives etc., Computer (2.48)

Point 2.50

Sound FX – Big Ball of Flame!!

Spec FX – Big Ball of Flame!!

Point 3.3 – Paris sewers + Old Louvre

Sound FX - rushing water

Spec FX – rushing water current, Water splash

Lara Anim – Wading thru water.

Point 3.4

Sound FX – Hundreds of rats, water.

Spec FX - “ “ “

M/O/I – Hundreds of rats.

Lara Anim – slippery shimmy grip.

Point 3.5 – Last chance grab

Sound FX – same as Point 3.3

Lara Anim - Sliding on her arse, One hand grab.

Point 3.6

Sound FX – same as Point 3.4

Point 3.8 + 3.10

Sound FX – Lara speech “ *I can smell oil, I’d better be careful*” + “ *I think this is the room mentioned on the map, I better check*” (Point 3.10)

Point 3.11 + 3.12

Sound FX – Explosions, fire/flames, Collapsing walls + Pipes, and other destruction sounds.

Spec FX – see Sound FX.

Point 3.13

Sound FX – same as Point 3.11 + 3.12

Spec FX – gas/oil mix splashes (Lara swims thru it), Flames/fire on gas/oil surface.

Point 3.14

Sound FX – flames as before, Lara wrenching a pipe loose and swinging with it.

Spec FX – flames, debris etc..

Lara Anim - Lara wrenching pipe loose and swinging with it.

Point 4.1 – Modern Louvre area.

Sound FX – Night watchman, alarms (if triggered)

Spec FX – Flashlights

M/O/I – Night watchman.

Point 4.3

Sound FX – Shoulder barge to door + it opening

Lara Anim – see Sound FX.

Point 4.4

Sound FX – Lara voice prompt “ *I possess a non-lethal weapon/I have a Tranq-gun, this will help me get past the guards*”

Spec FX – Firing Tranq-gun, Tranq-darts ricocheting off surfaces etc..

Point 4.5 + 4.6

Sound FX – crawling thru vents, Guards being alerted (due to too much vent noise from Lara)

M/O/I – Guards

Point 4.9

Sound FX – Defences in corridors (if triggered)

Spec FX – see Sound FX

Point 4.10

Sound FX – Using knockout sprays, Lab Techs walking + pottering around.

Spec FX – Knockout sprays.

Point 4.11

Sound FX – Humming sound from X-ray machine.

Spec FX – Lights flickering on X-ray machine.

M/O/I - Gas masks.

Point 4.14 – Stealing Taser

Sound FX – Guards playing cards (idle chatter etc..) Using Taser

Spec FX – Using Taser.

M/O/I – Taser gun, Guards.

Point 4.17

Sound FX – Laser triggers/proximity or pressure pads, Using sprays to reveal laser detectors.

Spec FX – see Sound FX

Lara Anim Using sprays to reveal laser detectors.

Point 4.18 + 4.19

Sound FX – Guards radio, Tannoy system “*Intruder is in Madam Carviers Office*”

Lara Anim - Using/Listening to guards radio.

M/O/I - Guards radio.

Point 4.21 + 4.22

Sound FX – Lara connecting the electrical flex to light socket + door handle, Lara banging on door, Guard coming over + shouting at Lara, Lara turning on power + electrocuting guard.

Spec FX – Guard being electricuted

Lara Anim – see Sound FX.

M/O/I - Guard, Electrical flex.

Point 4.25

Sound FX – Lara searching thru shelves, Unlock door.

Lara Anim - see Sound FX, Lara pushing folder under door, using screwdriver in lock + picking up key.

Point 4.27

Sound FX – Lara using computer.

Lara Anim –see Sound FX.

M/O/I – Pass.

Point 4.30

Sound FX - Using Taser, Electrocuting guards, Water dripping from dispenser.

Spec FX – See Sound FX.

Point 5.1 – 5.5 – The Archaeological dig.

Standard Sound + Spec FX which have been written down before can be used here etc..

Point 5.5a

Sound FX – Lara turning brass contraption. Lara turning pages of Notebook.

Spec FX – Dust falling etc. as Lara turns brass contraption.

Lara Anim – see Sound FX.

Point 5.6

Sound FX – Lara moving Geo-thermal device, Lara Voice prompt to player to use Geo device.

Spec FX – Some sort of effect from the geo device.

Lara Anim – see Sound FX.

Point 5.8 – The Hall of Seasons.

Sound FX – Lara pushing large stone wheel contraption around over each Slab. Pressure Slab being depressed. Season doors opening.

Spec FX – Dust etc.. coming off Stone wheel.

Lara Anim – pushing large stone wheel, Sliding + landing into Trap Tunnel (5.14)

Point 5.10 – Water Chamber

Sound FX – Opening valve mechanism, Water draining + filling, standard water sounds etc.

Spec FX – Water effects etc.

Lara Anim - Lara turning valve mechanism, Lara being moved around underwater via changing water levels.

Point 5.11 – Fire Chamber

Sound FX – Lara stepping onto “giant causeway type steps”, Exit door slamming shut, Huge flint striking, Oil pots igniting and also lake of oil, pots of oil rotating down, Burning oil, Collapsing stone pillars, Fire/flames.

Spec FX – see Sound FX, debris, sparks etc..

Lara Anim – Stepping-stone move, Carrying “Olympic Torch”.

M/O/I - Olympic Torch.

Point 5.12 – The Air Chamber

Sound FX – Rushing wind, Air gates opening.

Spec FX – Wind blowing, Fabric ceiling moving with wind currents, Dust being blown around, Lara’s ponytail also being affected via wind.

Lara Anim – Lara being affected by wind currents, Being blown off platforms and falling to her death.

Point 5.13 – Earth Chamber

Sound Fx – All sounds will have Echo, Floors cracking/breaking up/falling away, Sluice gates opening, Coal draining into Great engine.

Spec FX – see Sound FX.

Lara Anim – Lara opening Sluice gates.

Point 5.14

Sound FX – Various traps, Rats etc..

Spec FX – see Sound FX.

Point 5.15

Sound FX - Great engine activating – belting out steam etc., Mosaic rising up in impressive column.

Spec FX – see Sound FX.

Point 5.16 – Brother Obscura Painting room

Sound FX – Main door shuts, Ghost attacking Lara, Real Painting glowing.

Spec FX – see Sound FX

Lara Anim – Picking up painting, Dodging ghost – **Hold duck button, then moving the Left Analog left/right will move Lara’s torso in those directions. Pushing up will put her in the Crawl position, pulling back will put her back in the Duck position.** – This move can be used in armed combat, with Lara hiding behind barrels etc.

M/O/I – Painting.

Point 5.17

Sound FX – Room shaking + rumbling, Rushing water

Spec FX – Dust/debris, see Sound FX.

Point 6.2 – Return to the Modern Louvre

Sound FX – Gas seeping thru vents, Knocking out guards (coughing)

Spec FX – see Sound FX, flickering glow off Laptop + lighting Gundersons’ face.

Point 6.3

Sound FX – Guards groaning + unconscious.

Lara Anim – Searching guards.

M/O/I – multiple weapons.

Point 6.4 + 6.5

Sound FX – Lara coughing, Lara running out of air, Gunfire + Ricochet.

Spec FX – Toxic gas in corridors, Air running out on-screen effect.

M/O/I – Cabal.

Point 6.7

Sound FX – Lara voice Prompt for Gas Masks, Shooting at toughened glass, Lara diving thru glass + glass shattering, Lara breathing thru Gas mask.

Spec FX – see Sound FX

Lara Anim – Diving thru glass + landing.

Point 6.10

Sound FX – Lara voice prompt to use X-ray machine, X-ray machine scanning picture, Picture burning + glowing, Picture sparking + arcs of energy ripping thru room and attaching to all metal objects, Energy hitting door and blowing lock.

Spec FX – see Sound FX

Lara Anim – Dodging energy (torso move?)

Point 6.11

M/O/I – painting + gun (locker room)

Point 6.12

M/O/I – unconscious guards, Pass card.

Point 6.13 – Guards Control Room

Sound FX – Lara using computer, Security doors opening/closing

Spec FX – Lights + diodes etc., light from computer screen etc..

Lara Anim – Lara using computer and inserting Pass card.

Point 6.14

Sound FX – Lara voice prompt to use map.

Point 6.15

Sound FX – Gunfire + Ricochet

Spec FX – see Sound FX.

Point 6.16 – Meeting Kurtis (semi-cuts scene)

Sound FX – Glaive whizzing past Lara + sticking into wall, Kurtis low evil laugh, Gunfire + Ricochet.

Spec FX – Glaive ribbon effect as it flies, Sparks as it hits/bounces off walls etc, Gunfire+ Ricochet, Kurtis having a psychic tether attached to Glaive.

M/O/I – Kurtis + Glaive.

Point 6.19 + 6.20

Sound FX – Gunfire + Ricochet, Statues/paintings etc being pulled down.

Spec FX – see Sound FX, Dust/debris etc.

M/O/I – Gun squad, Gunderson, Kurtis, Statues/Painting etc.

Point 6.21

Sound FX – Glaive flying + cutting, Giant gong falling + hitting floor, Shapshifting sound, Bouchard slapping Lara, Gunfire + Ricochet.

Spec FX – Dust/debris, Gunfire + Ricochet, Shapshifting.

Lara Anim – Lara being knocked out, and slapped around face.

M/O/I – Crystal shard, Painting, Shapshifter, Bouchard.

Point 7.2a Von Croy's Apartment

Sound FX – Lara voice prompt *“I have business, I can't leave”*.

Point 7.3 – 7.5 – 7.6 – 7.7

Sound FX – Flashbacks, Thunder + Lightning.

Spec FX – see Sound FX

M/O/I – Jackal Head walking stick, Von Croy’s Gun, Bloodstained Fax, Obscura engravings + symbol.

Point 7.7a – 7.18a

Sound FX – Door smashes in, Bombs being planted, Gunfire + Ricochet, French voice “*Leave me alone*”, Assassin kicking furniture over + smashing it, Bombs exploding, Flickering lights, Body Upgrade, Assassin tumbling downstairs.

Spec FX – see Sound FX, Lara’s Torch.

Lara Anim – Using walking stick on bronze statue to get to ammo.

M/O/I – Assassin, Bombs, Torch, Health packs, Small bomb remote, Gun + ammo (Von Croy’s), Walking stick, 4x4 keys.

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