

## TOMB RAIDER – Angel of Darkness

List of Enemy and Trap locations.

### PARIS

#### ZONE 1 – Back streets

Police (Cop A, B, C, D), Dogs, Helicopter.

#### ZONE 1a – Apartment Block

Police (Cop A, B, C, D)

#### ZONE 1b – Carviers Apartment

No Enemies

#### ZONE 2 – Parisian Ghetto

Cabal Security A & B, Dogs, Trampy Dog.

#### ZONE 2b – Serpent Rouge

Cabal Security A & B

#### ZONE 2c – Pawn Shop

No Enemies

#### ZONE 2d – Herbalist

No Enemies

#### ZONE 2e – Church

Boxers

#### ZONE 2f – Cafe

Cabal Security A & B

#### ZONE 2g – Francines Apartment / Graveyard

Cabal Security A & B, Dogs

#### ZONE 2h – Grave tunnels and Church Crypt

Rats, Boxers, Cabal Security A & B, Laser mines

#### ZONE 3 – The Louvre Sewers

Rats

#### ZONE 4 – The Louvre Galleries pt.1

Louvre Guards, Lasers, Armed Louvre Guards(LV armed).

#### ZONE 4a – The Louvre Galleries pt.2

Cabal Soldiers (Strahov A), Armed Louvre Guards (LV armed), Auto gun (floor).

#### ZONE 5 – Beneath the Louvre

Rats, Un-dead Knights, Climb Blade, Spikes, Hook, Big Block, Multi Saw, Roller, Fire Knights, Brother Obscura.

ZONE 5a – The Dig site

Louvre guards, 4 Blades, Armed Louvre Guards (LV armed).

ZONE 6 – Von Croys Apartment

The Assassin, Lasers, bombs.

PRAGUE

ZONE 1 – The Crime Scene

Cabal security A or B. Dogs. Rats.

ZONE 2 – The Strahov

Cabal soldiers (Strahov A), Dogs, Cabal Security, Auto gun (floor), Auto gun/C (ceiling), Lasers, Lab Tech A and B.

ZONE 3 – The Bio- Dome

Cabal Bio-suit (Strahov A anims), Pod creeper, Aqua pod creeper, Slinky, Triffid, Gas Bag, Licker plant, Veg egg, Auto gun (floor), Auto gun/C (ceiling)

**Muller Boss (possible cut).**

ZONE 4 – The Sanatorium sub-level 5

Inmates A B C D, Lab Tech A, Strahov A, Half Nephilim inmates, The Proto Nephilim, Rats.

ZONE 4a – The Sanatorium sub-level 6

Inmates A B C D, Lab Tech A, Strahov A, Half Nephilim inmates, The Proto Nephilim, Rats.

ZONE 5 – The Vault of Trophies

Aqua pod creeper, The Re-forming Platform, The Re-forming Knights, Blade Rack, Climb Blade, The Un-dead Knights, Rats, The Boaz boss (Boaz big and Boaz fly).

ZONE 6 – The Alchemist Lab

The Un-dead Knight, Reforming Knights, Hook, Multi Saw, Blade Rack, Spikes, Rats, The Re-forming Platform, Aqua Pod Creepers, Eckhardt Boss, **Karel Boss (possibly cut)**