# AFTER GAME ONE

* **PUTAI FMV – PRIORITY LOW -** starts with the video of Lara and Putai, the one released by Peter Connelly. Putai and Lara talk about the darkness ahead of her. Lara receives **the Amulet**. After the video ends another one starts, several months after GAME ONE events.
* **REPORTER FMV – PRIORITY MEDIUM -** starts with a strong voice of a reporter reading the article about the Monstrum. There are flashes of multilated bodies in the background when he says about the killings. When he finally mentions Lara Croft, the video shows prison photographs of Lara’s face. The last shot is about Lara’s release, with a photograph of her walking out from the prison.

# CASTLE KRIEGLER – GERMAN-CZECH BORDER

* **LOUTHER FMV – PRIORITY MEDIUM -** in the ruins she meets **Louther Rouzic, the Illusionist**. Lara is surprised, since she didn’t think the Cabal would still roam around without their leader. Louther mentions something awkward, that Eckhardt guaranteed eternal life and how he’s going to keep that promise (a hint to Eckhardt still being alive – “*Could that be..?” -* thinks Lara TRU style). Since the illusionist is a coward he doesn’t fight by himself, instead he sets free several scary illusions to battle Lara.

# CASTLE KRIEGLER – THE LOWER LEVELS – THE PIT

* **KURTIS FMV – PRIORITY HIGH -** She finds her way to the bottom of the pit. To her surprise, the prisoner is no one else but **Kurtis Trent**. When freed, he’s still weak, but regains strength quickly enough to be able to move by himself. His powers are practically non-existent though. He mumbles something about the **Bloodline Room**, which could rejuvenate him. He explains that the Bloodline Room is the place where Lux Veritatis members hid all their most vital information. It also contains a machine that can heal him.
* **DEEP COMA FMV – PRIORITY LOW** – Kurtis plugs himself to the machinery and falls into a deep coma. During his sleep we learn about what really happened in Castle Kriegler back in 1945 (See **FMV-Kriegler-3-v'08.doc** for more information).
* **MORGAU FMV – PRIORITY HIGH** – After FMV with Castle Kriegler ends, the camera goes back to the Bloodline Room. Before Lara can notice **Morgau Vasiley** appears for the first time and **hijacks** the machine. While in sleep, Kurtis is immobile and is an easy target to her. Lara takes out the weapons to start a fight, but then she hears a familiar, unpleasant voice:  
  *“Lower your weapons, Ms. Croft, or your headstrong companion may fall into eternal slumber.”*  
  To Lara’s surprise, the voice belongs to no one else but **Pieter Van Eckhardt (infact it is Karel, but shapeshifted)**. He congratulates her in managing to reopen the Bloodline Room, which he couldn’t access for centuries. Lara is puzzled and angry. She killed the alchemist by herself. She raises questions, to which Eckhardt answers: *“I am not a mere mortal who can be killed by some cuttery. Now move aside”*. With the glove he emits a bolt that strikes Lara in the chest and throws her away (she can land on an old bookcase and destroy it for some effect). Eckhardt approaches another bookshelf and takes two scrolls. He checks them thoroughly, then returns to the vault door. Morgau appears next to him.  
  *“I owe you congratulations, Ms. Croft. Once again your skills have proven to be of essential value. With these scrolls you’ve given me access to, I can finally awake the Sleeper. You will not be so fortunate to see it though.”*He then takes all three shards. At the same time, Morgau sends a psychic bolt, while Lara starts shooting. The entire room fills with smoke that comes out of the machine. When it settles, the door is closed, and the machinery is heavily damaged. Lara forcefully pulls Kurtis out for the machine. He wakes up, nearly fully recovered (this may help if we can’t reproduce some abilities).

# CABAL FMV – PRIORITY HIGH

* The cutscene starts in a medieval chamber similar to GAME ONE style. The Cabal members – Gunderson, Louther and Morgau are reassembled by Eckhardt. The work on reviving the Sleeper is not finished yet. The Nephilim in Prague was destroyed, but there’s still hope. Thanks to Morgau the Sleeper scrolls from Castle Kriegler had been deciphered. The remaining last two Sleepers are buried deep within the Nephilim City in Turkey. Eckhardt also mentions that all Periapt Shards are in his possession now. Then he orders them to regroup in Cappadocia, where is his old lab. He promises that, if everything goes well, they will all live forever in a new world.

# TURKEY – CAPPADOCIA – THE SUNKEN CITY OF CENNET

* **MORGAU #2 FMV – PRIORITY HIGH -** As Lara goes through the door it suddenly falls down, separating her from Kurtis. The camera swaps back to Kurtis. He looks around and sees Gunderson near a switch that closed the door. Kurtis shouts to Lara that she should run after Eckhardt and that he will catch her later. A conversation starts between Kurtis and Gunderson. Gunderson says that Kurtis was a valuable asset to the Agency. He also mentions that they replaced him with someone better, more reliable, more lethal. He screams then: “Morgau, take care of the intruder” and walks away. A new figure comes out of the darkness. It’s **Morgau Vasiley**, daughter of an ex-Lux Veritatis member Matthias Vasiley. Kurtis looks at her deformed body with dread and disgust and says: “What did they do to you?”. She silently moves closer, takes out **Culcrys**(a Lux Veritatis spear-like weapon) and attacks. The battle begins.
* **MORGAU #3 FMV – PRIORITY LOW** - Defeating **Morgau** triggers a cutscene, where Kurtis looks at her, pointing weapon to her head, then after a pause hiding it into holster. Morgau is just as much a victim of Eckhardt’s action as Kurtis or Lara. There’s no point in killing her.

# TURKEY – ECKHARDT’S LABORATORY

* **MAIN CHAMBER FMV – PRIORITY HIGH -** Lara shoots her way through the laboratory and reaches the main chamber. The preparations for the ritual have just finished. All Periapt Shards are put in their correct places, lifeless body of the Sleeper lies in the centre of the mosaic mandala on the floor. Eckhardt bears the Mother Disc in his hand. Louther and Gunderson approach Eckhardt, waiting for further commands. Instead, he says: *“your usefulness is finished”* and kills both of them.

# TURKEY – THE ZENOATH

* **KAREL FMV – PRIORITY HIGH -** Lara and Kurtis enter the Throne Room second. Lara says that Karel’s work is over, and she will make sure that he will die suffering. Karel responds that there are more Sleepers, and he has all the eternity to finish his quest. Lara is only but a mortal, she will not stop him. Lara takes out the Shard and charges at Karel, but then everything goes black. It’s Karel using his last weapon, the defence system of the Zenoath, that projects all the worst nightmares of the intruders. Lara slowly falls into the first of the three realities:
* **PERU FMV – PRIORITY LOW -** Lara is back in Peru, right at the entrance of the Lost Valley. Lara is unsure about what she’s doing there. She doesn’t know if everything was just a dream, or it’s another trick by Karel. She decides to go with the flow and try to find the way out of the nightmare.
* **EGYPT FMV – PRIORITY MEDIUM -** This one starts in a completely different way than the others. Lara is lying beneath a huge rock that has stopped just inches above her. Less luck and she would have been a Lara sandwich (pardon the pun). She slowly wakes up, then crawls out from beneath the rock. Slowly stands up and looks around. Was it all just a dream? She wonders. If she’s still beneath the Great Pyramid in Giza? Was everything that happened so far just a dream? Is Werner still alive, while Kurtis doesn’t even exist? Is she going to die here? Everything around her is pitch black and silent. Not a single noise, apart from the typical tomb-like bass and sporadic sound of rocks/sand falling. She is alone, helpless, forgotten by the world. Is Werner going to rescue her? Or will he walk away like in the dream? She doesn’t know. Should she just wait here, or give up and accept that she’s going to die? No. She’s Lara Croft, she never gives up. If she’s going to die, then at least while trying to survive, like she always did. She checks her back. No backpack! She must work her way out without any weapons, or even flares.
* **EGYPT #2 FMV – PRIORITY MEDIUM -** Lara walks through the way out, only to find herself back again in the fleshy chamber with Karel-homunculus. She understands now that once again Karel tricked her into a dream, and the only way to get out of it is by stabbing Karel. She doesn’t have her backpack though! How is she going to stab him, if she doesn’t have the Shard? She shoves her hands into the pockets and feels something metallic. What could it be? She takes the item and looks at it. It’s the **Scarab Amulet** from the opening FMV. Putai’s voice can be heard: *“whatever is useful from the past will come to you as you need it”*. Lara pushes the amulet to Karel-homunculus’ body. It screams and disappears. The third realm is closed.
* **KAREL #2 FMV – PRIORITY HIGH -** Lara is sent back to the Throne Room. Karel is stabbed with all three Shards now. Kurtis comes closer and stabs him with another two. Karel can’t move, but he can still talk. He asks Lara if she ever wanted to know why she was different than any other. What makes her so unique, what is it in her that makes her do things no other mortal could. Why her skills are nearly superhuman. If she released him, he could tell her how her bloodline started and what shaped her family into what it is now. Lara listens for a while, then silently picks up the Mother Disc. It glows when touched by her. She approaches Karel, says something badass and touches him with the disc. Karel screams unearthly, his body deforms into thousands of shards, flesh is torn apart and soon all what is left of him is a huge, pulsating crystal. Kurtis approaches it and makes it shatter into pieces.