

## Parisian Streets and The Louvre

### Paris



Ideally an opening sequence should give the audience (or players) some idea of what is to follow. Particularly in terms of tone and style, and the direction the story might take.

We are first introduced to Lara on the run in a rain swept Paris, a city which following a series of grisly murders is under the iron grip of the police. This begins to establish the idea that we're about something a little darker and harder than any of the previous outings.

Paris as Lara experiences it is a troubled city, everyone is on their guard and wary of strangers, the police are trying desperately to keep a lid on things, and even the criminal underworld, with which she's forced to have dealings, is finding its operations being strangled in these dark times.

Until the Louvre mission the first stages are set in a tangle of back streets and the rougher quarters of the Paris, so avoiding any heavy bustling main streets, but still giving the game plenty of life and characters to talk to. There will clearly be a certain amount of paranoia amongst the citizens, and obvious reticence if approached, so players will have to choose between winning them over with Lara's 'natural charm', or a more antagonistic approach.





Generally gloomy and rainy, all narrow alleys, and crumbling buildings. Old warehouses and apartment blocks, darkened shops, and seedy clubs around which float the accumulated detritus of the old city.

The second half of the Paris area involves breaking into the medieval foundations of the Louvre and then escaping through the main building.



Originally the fortress of Philippe Auguste (1190) remnants of the walls of the old building still remain and were recently excavated under the present day galleries. So by gaining access through the sewer systems Lara can briefly indulge in some classic Tomb Raider antics, and get a feel of the time when Eckardt first began his crazed plans. Old stonework with grotesque carvings and statues, this is the location where one of the Obscura paintings was buried and no doubt magically protected.



Escaping through the Louvre itself will be a sudden change in style. Still very shadowy with plenty of mood, but modern day, and hopefully a fairly convincing likeness of the actual Galleries. Using hi-tech surveillance and security systems, stealth will be needed to get about unobserved.



## The Strahov Complex Prague

After events in Paris, Lara is led to the Czech city of Prague. Famous as a bohemian city, an eclectic jumble of styles from the gothic of the original medieval town, to the modernist lines of the Avant-garde.



Locked in a freeze, it is a cold and wintery city when Lara arrives, snow and ice prevent the normal bustle, limiting the number of folks abroad. (Handy huhh? And sorry but I couldn't find a snowy pic.)

Main exterior locations will be firstly around an art gallery outside the buildings of the Strahov, and later the large private residence of the art dealer himself. To contrast with Paris this area should be more ominous and imposing, architecturally grander, taking some of the more modern buildings and statues as inspiration.





Mostly however, the game in this section will take place inside the Strahov complex, the center of operations for the Cabal of five Alchemists and Eckardt. Things get weirder once inside the



realm of the Cabal, each with their own spin on the science of Alchemy, where we find biological experimentation that's been taken down a very twisted path for many hundreds of years!

The vibe inside is of a a working building with half completed or abandoned experiments, slightly 007ish in the sense of the megalomaniac's center of operations, with a retro futuristic feel, along the lines of Metropolis or even Brazil. Lara will have to get by the upper levels (public façade) and into the guts of the complex where the ancient history of the Alchemists unfolds. Here the style gets a medieval slant, there is one of Eckardt's original labs, and Prague's catacombs and ossuaries full of the city's old bones.



## Castle Kriegler

### The Black Forest - Germany

Following on from Prague, this location sees Lara finally leaving the urban environments of the previous two locations, and venturing forth into the BIG outdoors. Wild tangled forest, rivers and raging waterfalls will form the approach to the castle. Rises to rocky outcrops and deep gorges should break up the forest, and keep it interesting. (Who the hell wants to get lost in an endless tree maze?)



Lara is the first to make the journey up to the castle, leaving Kurtis at the border. It will still be daylight, approaching dusk, but perhaps moonlit when Kurtis follows on. (Note - he will not be played traversing the forest, as he arrives in game at the area directly surrounding the castle.)







Nearing Castle Kreigler the forest thins out, and the path runs into a deep ravine through which a narrow stream gurgles. Finally the trail leads out into a large valley, the stream now cascading down a cliff, into a fast flowing river.

On the other side of the valley, across an old collapsed bridge, glowers the Castle ruins. Reaching them will not be easy.

Following Eckardt's escape, during the bombing in the Second World War, the Castle has been left to rot. Now totally overgrown and half raised to ground, all the intact parts of the



structure that remain are the lower levels where Eckardt was incarcerated. Deep under – ground, in a still impressive central dungeon.

Comprised mainly of a warren of tunnels stringing together cavernous chambers, the lower levels of the castle are now very dark, dank and dripping. Much of the original furnishings are surprisingly intact, though time has taken its toll. Armour is now rusty and tangled with creepers, whilst tapestries and drapes are rotting and faded, their original colours replaced with the florid hues of creeping moulds.