

A very basic overview of how the next game might play.
All underground with areas that are re-used (which is a necessity given
The very short development time).

INTRO FMV

Capadosia.

All action scene showing Lara using all her skills to enter an ancient temple.

Part 1. Inside the temple.

Lara has to make her way through the temple.

Part 2. Guardian of the underworld.

Having made it through the temple she now has to fight past the Guardian
(a giant snake) to reach the lower levels.

Part 3. Underworld Caverns.

Lara has to make her way through the deadly underworld caverns , including
Lots of underwater areas.

Part 4. Ancient Nephelim City.

Here she gets to team up with Kurtis to try to activate the Ancient city (switching
Between characters to solve puzzles).

Part 5. Ancient Nephelim City Activated.

Here they must battle the re-activated guardians of the city as they work their way
Towards Karels Lair. Kurtis stops at this point.

Part 6. Karels Lair.

A fairly hi-tech area to contrast with the rest of the game.

Here we see him attempting to resurrect the remaining Nephelims.

Lara must stop him. But before she can he sends her into the ' 3 realms '.

Part 7. Realm 1.

Lara is forced to relive some classic TombRaider moments , the first being
The lost world area from Tomb 1 with the T-REX.

Part 8. Realm 2.

The exit from realm 1 leads to realm2 the Himalayas plane crash from Tomb2.
Here she will have to battle terrorists while trying to get off the snow covered
mountain.

Part 9. Realm 3.

Realm 3 is the end of Tomb 4 and shows through gameplay how Lara escaped
From her Egyptian Tomb.

Part10. Karels Lair.

Having made her way through the 3 realms she returns to Karels Lair to do final
Battle with him and destroy the evil Nephelim empire. The end will be a race against
time to escape the underworld as it collapses around her.

Quick ideas.

Ancient city could be some kind of Nephelim ark.

Gunderson and his troops could be the first line of defence in the Temple.

Ancient city.....could be constructed around a hub system. 4 guardians could hold parts of a ' key ' required to progress through the city.

Rouzic... Fights you by presenting 4 versions of himself . Each can attack you but only 1 will take damage....the real one could change between any of the 4.

Female Lux-veritatis (equivalent to Kurtis) Karels new second in command, could be responsible for Kurtis's capture.....she needs him for her own ends.