

Tomb Raider 4 Storyline

Summary:

Lara is in Egypt raiding a previously unexplored tomb. Unwittingly she releases the evil god Set, who was imprisoned in the tomb. Set will return to Earth and destroy it when the stars are in a certain alignment (coincidentally at the end of the millenium). The only way that Set can be stopped is for Lara to summon the god Horus (who originally imprisoned Set). Lara pieces together clues to work out how Horus is to be summoned and then collects the necessary artifacts to do it. During this time, more and more bizarre phenomena (statues coming to life, freak weather conditions, etc.) are occurring as Ser's reappearance draws closer. With the millenium deadline only seconds away, Lara performs the ritual to summon Horus. However, Set appears before she has time to complete it, and destroys the statue that was to have been Horus' body on Earth. The spirit of Horus enters Lara's body (giving her new and strange powers), and after a long fight she defeats Set (thus saving both herself, and the world in general).

The Story:

Lara goes into a previously unopened tomb to help herself to a few artifacts, but she ends up falling through a trap and ends up deep in the heart of the tomb. It turns out that the tomb was actually built to imprison Set, the Egyptian god of evil and Lara has unwittingly broken the seals that bound him. The spirit of Set flees the pyramid, promising to destroy the world.

As she makes her way out of the tomb, she finds an inscription explaining that Set was imprisoned by the falcon-headed god Horus. The inscription warns that if the spirit of Set is released he will cause the world to go mad until he finally destroys the world when he returns to Earth "when Orion is in alignment with...". The inscription states that whoever breaks the seals on Set's tomb will themselves be destroyed when Set returns unless they summon Horus down to earth to re-imprison Set. Finally, the inscription states that the necessary rituals for summoning Horus are known only to the priests at the temple of... After much dodging of traps etc. Lara finally makes her way out of the tomb.

Lara does some research and finds out that the "Orion alignment" talked about actually corresponds exactly to the date of the true Millenium (Jan 1st 2001?) which corresponds to the date of the apocolypse predicted by Nostradamus etc. She then goes to the temple only to discover that it was destroyed 3500 thousand years ago. However, talking to an archaeologist digging in the ruins of the temple she learns that according to legend there was an inscription on the wall at the temple which described how to summon Horus. The only help the archaeologist can give is that the priests of the temple were all buried in a particular tomb...

In the tomb, she eventually finds where the priests were buried at the time the building was destroyed. Among the scrolls buried with the priests she finds one which states that stonework of the destroyed temple was used to be used in the building of old Alexandria. She is also attacked by creatures of Egyptian mythology coming to life from the paintings on the wall - apparently Set's "turning the world mad" is starting to happen.

In the sunken ruins of old Alexandria (including the lighthouse and Cleopatra's tomb), Lara eventually finds all the pieces of the original inscription. It tells her the ritual that needs to be enacted to bring Horus back to life, all the ritual equipment involved, and where the summoning must be held. Unfortunately it turns out that some of the items involved are in the Cairo museum, some are in the Great Pyramid, and some are in the Temple of Karnak. So she then has to visit these locations to retrieve the necessary items. Along the way she is attacked by mythological creatures summoned by Set

With time running out, Lara takes the sacred artifacts to the Temple of Horus. She is supposed to enact the ritual, and Horus' spirit will enter the body of his statue so that he may defeat Set. Unfortunately, Set returns to Earth as she is performing the ritual and smashes the statue of Horus. The spirit of Horus enters Lara's body giving her (temporary) god-like powers. She and Set have a big show-down, before she finally destroys him.

SOME BACKGROUND

THE ARCH RIVAL (for the time we will call him Werner Von-Croy)

Throughout most of the game Lara will be pitted against an old arch rival. He could be an Austrian archeologist with a personal as well as professional grudge against Lara, who in some past encounter she beat to some valuable artifacts, causing him (apart from deep humiliation) possibly an injury, leaving him with a limp or such to remember her by. This history will never been seen, but could be alluded to in their encounters, all of which will be charged with a competitive rivalry and mutual dislike.

In Egypt he is searching for the armour of Horus, purely as a collector. He knows that the amulet lies in a Tomb in the Valley of the Kings but has failed on previous occasions to get past the traps. Quite well established in Egypt, he has many hired henchmen, and wields a great deal of influence. He does not believe that the spirit of Set will be released when the amulet is removed from the tomb.

As the story opens he is using Lara to go into the tomb for him. His right hand man is posing as a guide and helping Lara, in the hope that she will win through, and if she does his henchman has instructions to dispense with her and bring the amulet to him.

VALLEY OF THE KINGS

FMV. The opening sequence shows Lara and her bogus guide arriving at the entrance to the tomb in epic style. We could use a shot through binoculars (early on) to convey the fact that there are hidden observers to their arrival.

LEVEL. Lara goes into the tomb with guide and gets deeper and deeper inside, being separated somewhere along the way, she proceeds alone to the central chamber. Lara removes the amulet that sealed in Set, setting in motion his return, and triggering chaos in the tomb, so she must make her escape quickly.

FMV. Emerging from the tomb she immediately becomes engrossed, studying the amulet, trying to decipher the symbols on it. Cursing to herself she reads about the release of Set, and the High Priest Semerkhet's involvement. There is an all too familiar click and she feels the pressure of cold metal against her head. It is the vanished guide, a couple more henchmen standing in the background. Grinning at his cleverness he asks her what exactly she makes of it. After telling him to fuck off a few times she tells him again of Set's release. As soon as the name of Set is mentioned, vibrancy is drained from the landscape and an eerie, chilling aspect begins to take over. Lara's attackers are suddenly fearful and she uses the moments distraction to pull away from the gun and dive for cover.....

LEVEL. From cover she can begin a gunfight with the henchmen, and will be able to take out the lackeys but not the guide, who will dive about making his way to a vehicle (possibly a henchman's motorbike) which he will go for when Lara has killed all the henchmen.

CUT-SCENE. The guide gets on the motorbike and guns it off into the swirling sands, Lara blasting at the receding figure jumps into a Jeep and speeds after him.

LEVEL. A chase in which Lara driving the jeep pursues the Guide, who will wait at key points in ambush, taunting her and seeming to lead her on. Ultimately it will end in at the bank of the Nile where a ferry is just about to depart.

FMV. Lara is dismayed to see the Guide and a group of heavily armed thugs waiting for her. Sending the jeep into a skid, and crashing into a barrier, she sees the ferry as her only way out of the situation, and in a high-octane action sequence (see Andy) manages to get on board and leave the henchmen standing foolishly on the shore. Lara smiles a 'Fuck you' smile, and waves cheerfully at them. Back on the bank, to the horror of the Guide, who is not taking his failure well, a large car pulls up and the door swings open, it is Von-Croy. With dread he has to explain what has happened and relate all he has learned from Lara, so Von-Croy will know that she is bound for Karnak.

KARNAK

CUT-SCENE. Jeep driving in and Lara getting out, into level.

LEVELS. Here Lara must make her way into the temple to find Semerkhet's tomb.

CUT-SCENE. At a good point before she reaches the tomb, we will show Von-Croy and his employees arriving in jeeps at the entrance to Karnak, so that shortly afterwards henchman can start to hunt Lara in the temple, and Von-Croy's presence is established.

LEVELS. When She gets to the entrance to Semerkhets tomb Lara puts the Amulet in place, and the door begins to grind open.....

FMV. Lara enters the tomb wary of whatever lurks inside and as she does so Von-Croy appears at the entrance. There follows a tense gun totting confrontation, until he wearies of the conversation and pulls out the amulet. (Here we reveal some of the past encounter and the character of Von-Croy.)

Lara tries to dash as the door closes but cannot make it.

Outside the sealed tomb Von-Croy takes his turn to examine the amulet and discovers that it can be rotated into new alignments, as he fiddles with it, the strange aspect intensifies in the surrounding landscape. In a double flash of light, jackal headed statues in the background, flicker into disturbing aspects.....

LEVEL. Trapped inside Lara makes her way into the burial chamber. Scuffling noises and the occasional glimpse of a pair of glinting eyes, hint that something particularly nasty lurks within.

She must ultimately play an ancient Egyptian boardgame (on a huge scale) against a God figure, to gain access to the inner chamber.

FMV. Reading inscriptions on the walls of the chamber, Lara begins to relate the story of Horus vanquishing Set, dissolving into a flashback sequence recreating the events from ancient history, when the gods battled on Earth, actually showing Horus sealing in Set.

Returning to Lara at the wall, the story continues telling of the danger in removing the seal, resulting in the freeing of Set's spirit, and return to earth, where he would wreak havoc bringing forth his demonic hoards.

Finally it tells of a Golden Stela (or scroll) which relates the ceremony that must be performed at Giza, using the Armour of Horus to complete the statue allowing the return of Horus so he can defeat Set once more.

LEVEL. Still in the chamber, Lara is attacked by a rampaging Sphinx, which she must avoid, whilst at the same time use to butt down the door (or wall) so she can get out.

FMV. Back out into daylight, she emerges carefully and crawls to observe a couple of Von-Croy's henchmen loafing by a jeep. One is the Guide who double-crossed her. Grinning, she begins to move carefully but is spotted by the lackey who immediately runs

at her. She tackles him and when the Guide throws a knife, uses him as a shield. The Guide goes for his gun, which is propped against the jeep, but Lara gets to him first and pins him down. From behind a dune rise, a helicopter lift into the sky, she drags the guide up the slope until they both overlook a train terminus bustling with the activity of Von-Croy's operations.

Interrogating him she ascertains that Von-Croy would have left in the helicopter, and that he and the train are bound for Alexandria where the Armour of Horus is reputedly to be found. He tells her she has no chance of ever getting on that train.....

A figure resembling the Guide, pushing through the bustle of activity, crosses the sand to the train, it is revealed to be Lara in disguise.

Back at the tomb the guide struggles, stripped and bound, thrown down into the chamber. There is a nasty growl from the darkness, and he strains, eyes desperately swiveling, to try and see the source of the noise.

Lara climbs aboard the train, peering down the carriages she sees it is full of heavily armed thugs, and says something to the effect that she must get rid of them somehow. She moves to a secluded corner as the train jolts and begins its journey.

LEVEL On the train, she has to work her way forward to the engine carriage and release the couplings, leaving all of Von-Croy's crew behind.

ALEXANDRIA

LEVEL Start next to the train, pulled into a siding at the edge of town. Lara can make her way into a small corner of Alexandria, and explore a bit, soon finding an old building where she will meet Jean-Yves working in his studio.

CUT-SCENE Greeting her old friend Jean-Yves, she explains to him what's happened and her reasons for coming to Alexandria, he can then tell her he's just been visited by some unsavory character (Von-Croy) asking exactly the same questions. He relates info about the return of Horus and the armour that was reputedly collected by Cleopatra, and that since the destruction of Old Alexandria, it will probably be found around the ruins in the bay. Also a recent discovery of a preserved annex of the Great Library, could contain certain scrolls that could help her.

LEVELS Lara's main objective at this point will be searching locations around Alexandria for the Armour. Including; small dig-sites and temples, the Bay ruins, catacombs and cisterns, and either a hideout of Von-Croy's operations or the Egypt tour. It would be nice if Lara could return to Jean-Yves's studio at any stage to get advice and hints.

The Catacombs under the town lead eventually to the annex of the lost Library, where a scroll can be read, giving an account of the Golden Stela (stone tablet), being housed in an ancient temple, that is now the site of the citadel in Cairo.

CUT-SCENE When Lara reads the scroll, Von-Croy makes an appearance, and a confrontation ensues, resulting in stand-off and gunfight.

LEVELS Gun battle with Von-Croy, and a henchman or two. Von-Croy escapes when he sees he's losing.

Another bit of information, (or device) picked up whilst in the Library, is the means to get into the Palaces of Cleopatra which are in the bay.

The final bits of the armour are found in the palaces, so Lara has all of it, except for the amulet (with Von-Croy), and the details for the ceremony itself. (on Stela in Cairo)

CUT-SCENE After getting out of the Palaces, Lara goes back to Jean-Yves's studio only to find he has been abducted by Von-Croy!

He has left a message mocking Lara's, saying if she ever wants to see her friend again, she had better bring all the pieces of the armour to him at the Citadel in Cairo..... The last thing we see is Lara running from the building to an old motorbike and speeding off on it.....

GIZA (A brief cut to the final location to see events unfolding)

FMV At the pyramids all is far from well, in an ever darkening sky black shapes swirl above them.

Nomads (seeming deeply fearful) are being ushered into a cavern by some sort of holy man. As one or two locusts land on them, they hurry deeper.

In the skies above, a vast dark shape coalesces. It is revealed to be a massive swarm of locusts, part of which shifts into a disturbing form (perhaps a demon-like face) then swoops and dives toward the cowering figures.

The Holy man looks up and screams as he tries to ward them off in vain, quickly being enveloped, becoming a human shaped writhing mass of the things.

CAIRO

CUT-SCENE Lara on the motorbike, jumping from a dune rise down into a small canyon, and skidding to a halt.

LEVEL On the motorbike, starting in the scrub-desert outskirts and riding into the backstreets of Cairo's cemetery area. From here Lara must get into the Citadel, but is stopped by the giant manifestation of one of the Egyptian gods or demons that stomps about at the entrance.

A military squad has been sent into Cairo to deal with this creature and in the event that the situation became untenable to blow the thing up! Unfortunately they totally failed, all the troops became split up, leaving the commander wounded and unable to do anything.

CUT-SCENE Lara meets the commander of the troops and he tells her a bit of what has taken place, and asks her to set the charges for them.

LEVELS On the motorbike and on foot Lara has to fetch items, open a truck, and maybe get bits of equipment from other wounded soldiers, so she can finally place the explosive charges in key positions, blow the area with the creature, and get into the Citadel.

CUT-SCENE She finds Jean-Yves and frees him. He tells her Von-Croy is down under the Citadel digging for the Golden Stela. They part company here, Lara telling him to get well away quickly.

Von-Croy is shown unearthing the tablet, and handing it to a lackey, as newly excavated mummified corpses begin to twitch,

LEVELS Now she must make her way down to Von-Croy, and eventually enters a chamber with dead bodies strewn about, the vital tablet dropped from an outstretched arm. When she picks up the tablet a sealed door will fly open, an Egyptian henchmen bursting through with a re-animated Crusader corpse close on his tail.

Deeper under the Citadel all of Von-Croy's men are fighting with the Crusader corpses. Lara has to battle her way to a pit in which Von-Croy has become trapped, and is just managing to keep a lively corpse at bay, swinging his stick frantically.

He pleads with her to help him, she can't possibly leave him here.....

CUT-SCENE Lara begins to help to pull Von-Croy from the pit, then grabs the amulet from around his neck, and lets him fall back into the clutches of the Crusaders.

Turning away, she quickly makes her way back up to a higher level of the Citadel, and does a stylish dive out of a window into the Nile, setting off in the direction of the pyramids.

GIZA

LEVELS Beginning at the Sphinx complex, Lara eventually opens a chamber underneath the Sphinx itself and finds the four small statues. (These are to mark out the four corners of the temple at the end.)

She must then explore the minor pyramids to get access to the Great Pyramid where she has to clear the four shafts vital to the stellar alignment, and get under the Pyramid to the temple.

So, at the terminus of all the newly cleared shafts, inside an underground cavern there is a lake. At the center of this is an island with the ruins of the temple still standing.

Horus's statue stands bathed in the faint beams from the channeled (almost aligned) Starlight of Orion's belt.

Lara has to mark out the temple corners with the statues, and place the armour and amulet on Horus.

FMV Finally, as the stars of Orion come into alignment, the lightbeams on the statue intensify and it begins to glow. Power courses through the newly cleared channels. In the firmament above the pyramid, Horus's energy coalescing and shifting into the shape of a falcon, makes his way spiraling down towards the apex. Behind him Set also takes shape, and rushes downward in an evil jackal form.

Inside, on the island, the two vie for the statue. It is Set who gets in, and pouring his energy out, shatters the statue, denying Horus his return. The armour and amulet are seen exploding outwards and splashing into the lake.

To the horror of Lara it is Set who begins to take form.

LEVEL Initially Set is inactive, establishing his physical body, and powering up his energies. This will allow Lara time, to fetch the amulet and the shield (part of the armour) from the lake, before he starts attacking her.

Whilst he powers up Set will be completely invulnerable to any weapon attack Lara can muster.

Once she has the shield, she can use it to bounce back the blasts of energy from Set, which will not damage him, but push him backwards. Lara has to use this to push him where the statue used to stand, under the beam of energy from Orion's belt, which will temporarily stun him.

In this hiatus, she must climb up and collapse a section of the roof structure, which will pin in one side around the beam of starlight, beginning to imprison Set.

This must be done four times, collapsing all four sections which will pen him in, under the energy beam.

Whilst a very enraged Set crashes about his newly formed cell, the whole cavern shakes, making it obvious that Set will not be trapped for long.

Thus Lara has to perform one last ritual. Using the amulet, at a point where the Starlight from Orion is focused, on a platform above the temple she places it in a special receiver. The energy beam intensifies and glows from white to red.

FMV Set is bathed in the red light, Lara beats a hasty retreat from above him, as his new form writhes and contorts. He loses control, the amulet banishing him back to

eternity, detonating in the real world in a vast explosion, which collapses the temple around him.

LEVEL Now the whole pyramid threatens to fall in, Lara has to escape back out, and avoid being crushed.

FMV Just as she is about to get out, a very crazed Von-Croy makes a reappearance. Since Lara left him in the Crusader pit, he has lost all reason and is no longer concerned with anything but revenge, hell bent on destroying Lara.

In the ultimate *'tune in next episode'* cliffhanger, the deranged Von-Croy catches up with her..... here's one idea-

As Lara sprints down a debris-strewn passage, a vast shudder goes through the complex, and a chasm opens up in the ground before her. Stopped at the edge, desperately searching for a way to cross, the unfocused figure of Von-Croy detaches from the background behind her, coming sharply into view.

He manages pathetically to sneak up behind her, until a few feet away when she hears him and spins around.

Disbelieving, and laughing at the sad battered figure, she asks what the hell he wants.

Von-Croy, suddenly possessed of a rage driven agility, launches himself at her. During a brief struggle, he manages to send her tripping over the edge.

We could leave it here, or even have her left hanging, Von-Croy standing above her, an evil grin on his face. The roles from earlier would now be reversed, but Lara will not plead with him. Von-Croy would revel in it a bit then stamp on her fingers.

Closing on Lara as she grimly tries to hang on, a final crack of anguish showing through in the moment before she falls.