Mathematical Math			MUSIC CHE AS A DESHI T EDOM		INSTRUMENTATION OF	DESCRIPTION OF	DOES THE CUE	DOES THE CITE I AVED		IS THERE VARIATION	IS HORIZONTAL	IS THE TRANSITION
March Marc		DESCRIPTION OF ACTION	MUSIC CUE AS A RESULT FROM ACTION	LENGTH OF CUE	INSTRUMENTATION OF CUE	MUSICAL MATERIAL	CROSSFADE TO/FROM OTHER CUES?	DOES THE CUE LAYER ONTO EXISTING CUES?	DOES THE CUE LOOP?	IS THERE VARIATION WHEN THE CUE LOOPS?	RESEQUENCING USED?	QUANTIZED?
Marchane												
	Introduction 1		Cue 1	22 sec.	screeching	Airy flute and brass	Fades from Cue 1, fades	No	No	No	No	No
March Marc		No action required	Cue 2 (Loop 1)	60 sec.		each other		No	Yes	No		No
March Marc		Pulling arrow out of Lara's	Cue 3	28 sec.		shrieking, bending clusters Molto sul pont. String	No	No	No	No	if Cue 4 is triggered	No
March Marc		side triggers Cue 4 and stops Cue 3	Cue 4 (Stinger 1)	13 sec.	Strings	pulsations and high cluster trem.	No		No	No	Yes, immediately begins when triggered	No
March Marc		pedestal with skull, Cue 5	Cue 5 (Stinger 2)	10 sec		cymbal scrape with	No	trigger Cue 5 before Cue 4	No	No	No	No
March Marc	Complete Introduction		- (gu L)									
March Marc	EXPLORATION AREA 1	No. 5 to 1										
March Marc	Action 1	up torch triggers Cue 6	Cue 6 (Stinger 3)	3 sec.		Drums and gong single stroke roll	No	Yes, if Cue 7 is active	No	No	No	No
March Marc		Moving towards burnable crates with torch triggers	,									
March Marc		Cue 7 (Not dependent on	Cue 7 (Loop 2)	38 sec.	Airy flute, electronic hum		No	Yes, if Cue 6 is active	Yes	No	No	No
Marche		See written analysis										
Mate	ì											
March Marc		,										
March Marc												
March Marc	Action 7	Burn 1st hanging sack	None									
Part	Action 8	Burn 2nd hanging sack	None									
March Marc	Action 9	Test action button "B"	None			Momentary shift of FO and						
March Marc			Effect 1			amplitude of any ongoing musical events						
March Marc		and then move forward				proximity with the gap in						
Market	Action 10	rock wall	Automation 1			becomes louder.	Yes, Cue 7 fades out as					
March Marc		Move through gap in rock wall	Cue 8 (Stinger 4)	10 sec.	Brass and woodwind	downwards gliss. No	Cue 8 is triggered. Cue 8	No	No	No	No	No
March Marc						Laurelan		Ven 'fele				
March Marc	Action 12	musical events. Lighting	Cue 9 (Stinger 5)	9 sec.	Low electronics and brass	fades in, brass clusters	No	10 can be layered on top of	No	No	No	No
March Marc						Loud high electronic texture with bending		Yes, if player is able, Cue 10 can be layered on top of				
Martin M			Cue 10 (Stinger 6)	12 sec.	High electronic texture		No	Cue 9	No	No	No	No
March Marc	Action 14 (Observation of complete											
March 1 Marc		230 Witten analysis										
March Marc					MULTINA	Layer 1 becomes louder,						
Mark 1974 1974 1974 1974 1974 1974 1974 1974		fowrad through tunnel to next area triggers enemy			- Layer 1 - high metallic ringing between two	Following player death, a load screen appears and	11 fade in and out of each					
March Control Contro	Action 15	to attack and triggers Cue	Cue 11.1	20 sec.	pitches. Layer 2 - intense	stops the music mid- phrase.	other depending on the	No	No	No	No	No
Part					- Layer 1 - high metallic	Layer 2 becomes louder	Yes, the lavers within Cue					
March Color Colo	Action 16 (Alternative outcome for	triggering Cue 11, then	0-110	20	ringing between two pitches. Layer 2 - intense	the musical phrase finishes with a final drum	11 fade in and out of each other depending on the	Ma	Ma	Ma	Ma	
March Marc	Gue 11.2)		Gue 11.2	Zu sec.	urum anu rattiing sounds.	Moving into water triggers	narrative	NO	NO	NO	NO	nanative is determinate
Part	Action 17	and move into the water in	Cue 12	111 sec.		aternates between 3	No	No	No	No	No	No
Part	Action 18 (Observation of Cue 12)	See written analysis										
Auto-19	EXP AREA 3	Explore new area a lorge										
Control property and the control property of the con	A-27 4A	cave where the player must solve a puzzle to	No.			how long it takes the						
Activate Company Com	Action 19		None			At the beginning of the						
March Marc	A-27 00	cutscene and triggers Cue 13, following the cutscene	010.(0	10	Airy flute and high	texture with clustered harmony shifting in and	N.	X 1.	M	M	M	M
March Common in a 1	Action 20	begins Cue 14.	Gue 13 (Stinger /)	TU SEC	clustered harmony	Fades in with driving	No	NO		NO	NO	NO
March Processor of the 15 Processor of		Listen to Cue 14	Cue 14 (Loop 3)	25 sec.	Action drums, low brass.	glissando, and neighbor-	No	No	meter change (9/8 to	No	Yes	Yes, begins in time after Cue 13
Activation Control of the Contro	Action 21 (Observation of Cue 14)	See written analysis										
Marie 22 Controlled Contr		solving puzzle, only				Sudden brass swell, re- articulation of drums, high						
Description Control Control Control Control Control Control Control Cont	Action 22	hidden pit which triggers Cue 15. When Cue 15	Cue 15 (Transition 1)	7.000	Brass drume high etring	strings, and sporadic drums. Leas smoothly	No	No	No	No	Yes, but immediately cuts	No
## Admin 21 See within surjects Admin 22 See within surjects Admin 23 See within surjects Admin 24 See within surjects Admin 25 See within surjects Admin 26 See within surjects Admin 26 See within surjects Admin 27 See within surjects Admin 26 See within surjects Admin 27 See within surjects Admin 28 See within surjects Admin 28 See within surjects Admin 29 See within surjects	ACUON 22					Variation of Cue 14, action						Yes, begins in time after
Marie 23 (Thorwarder of the "Po") Marie 24 (Thorwarder of the "Po") Marie 24 (Thorwarder of the "Po") Marie 24 (Thorwarder of the "Po") Marie 25 (Thorwarder of the	EXP AREA 4	340 10	(======================================									
March State and additional and add	Action 23 (Observation of Cue 15)	See written analysis										
Author 15	Action 24 (Observation of Cue 16)											
Action 15 Other Print Prin		jump over gaps in floor, each gap cleared triggers				clustered harmony layers						
Author 12 13 14 15 15 15 15 15 15 15	Action 25	a new Cue. Jump back and forth over gaps to	Cue 17 (Stinger 8)	3 sec.	Muted brass	onto Cue 16, different cluster than Cue 18 and	No	Yes	No	No	No	No
Controlled by Jump over Cost 3 (Storyer 10) 2 sec. Maded Brass Controlled by Jump over Cost 3 (Storyer 10) 3 sec. Maded Brass Cost 10 (Storyer 10) 1 sec. Maded Brass			, ,			Muted brass swell in clustered harmony layers						
Continuing to jump over			Cue 18 (Stinger 9)	3 sec	Muted Brass	onto Cue 16, different cluster than Cue 17 and	No	Yes	No	No	No	No
Continuing to jump come of team of the property of the propert		9-hv.	, (Silligol 9)			Muted brass swell in						
Continuing forward stand dives speake beddeed and where speakes beddee			Cue 19 (Stinger 10)	3.500	Muted Brass	onto Cue 16, different cluster than Cue 17 and	No	Yes	No	No	No	No
an enemy grab for adds. The tree of the St. U. Cut 20 Sec. Triangle, dumma with the St. U. Cut 21 Clarge of with same with the St. U. Cut 22 (Stroper 11) 14 sec. High metallic imigns, private action dum with the strong		Continuing forward Lara	oue 19 (Sunger 10)	3 Sec.	Wulted Drass	Gue 18.	INO	Tes	INU	INU	INU	INU
EXPAREA 5 Expansion from the matter supporting Tue 21 and Case 20 Letting Care 22 (Risy not continue from star and sta		an enemy grabs her ankle. This triggers Cue 20. Let			*	action drums playing new					Yes, but immediately cuts	
Action 26 Action 26 Action 27 Action 27 Action 27 Action 27 Action 28 Action 27 Action 29 Action 20	EXP AREA 5	Lara die.	Cue 20	8 sec.	rrangle, drums	rnytnmic figure.	No	No	No	No	orr Cue 16.	No
Action 26 Action 27 Action 28 Action 29 Action 29 Action 29 Action 20 Luting Cue 22 (siny, not contrained forward contraining forward contr	ENI PICEN J	Escape enemy to move into the next area				sound, action drums						
Letting Can 27 play, not containing from the containing and containing and containing and containing the process and legisly metallic original pro	Action 26	triggering Cue 21 and Cue	Cue 21 (Stinger 11)	14 sec.		playing new rhythmic figure	No	No	No	No	Yes	
EXP AREA 6 Action 27 (Observation of Cue 24) Action 30 (Observation of Cue 24) Action 31 (Observation of Cue 24) Action 31 (Observation of Cue 24) Action 32 (Observation of Cue 24) Action 33 (Observation of Cue 24) Action 33 (Observation of Cue 24) Action 32 (Observation of Cue 24) Action 33 (Observation of Cue 24) Action 32 (Cue 24 (Singer 12)) Action 33 (Observation of Cue 24) Action 34 (Observation of Cue 24) Action 35 (Observation of Cue 24) Action 36 (Observation of Cue 24) Action 37 (Observation of Cue 24) Action 38 (Observation of Cue 24) Action 39 (Observation of Cue 24) Action 39 (Observation of Cue 24) Action 30 (Observation of Cue 24) Action 31 (Observation of Cue 24) Action 32 (Observation of Cue 24) Action 33 (Observation of Cue 24) Action 34 (Observation of Cue 24) Action 35 (Observation of Cue 24) Action 36 (Observation of Cue 24) Action 37 (Observation of Cue 24) Action 37 (Observation of Cue 24) Action 38 (Observation of Cue 24) Action 39 (Observation of Cue 24) Action 30 (Observation of Cue 24) Action 31 (Observation of Cue 2		Lotting Co. CC.			Uleb met West	additional musical						Voc hasing to a
Action 29 See written analysis Continue to next area and then jump over game then jum			Cue 22 (Loop 5)	27 sec.			No	No	Yes	No	Yes	res, pegins in time after Cue 21
Action 29 See written analysis Action 29 Cure 23 (Transition 2) Listen to Cue 24 Action 31 (Observation of Cue 24) Action 31 (Observation of Cue 24) Action 32 (Continue to next are and the jump over gap triggering Cue 23 (Transition 2) Listen to Cue 24 Cue 25 (Singer 1) Action 31 (Observation of Cue 24) Action 31 (Observation of Cue 24) Action 32 Action 32 Cue 25 (Singer 12) See written analysis Cue 25 (Singer 12) See written analysis Cue 25 (Singer 13) See Cue 26 (Singer 13) See												
and 22) See written analysis Continue to next area and then jump over gap triggering Cue 23 (Indiance) Action 29 Listen to Cue 24 Cue 25 (Stinger 12) Continue ascendion and do not get hit by falling boulders, however, do not complete chimb. Dodging each boulder triggers a new Cue. Cue 25 (Stinger 12) See. Witten analysis Cue 25 (Stinger 13) See. Mild winds, electronic extrure Mild winds, electronic texture Mild woodwinds with downwards gias, electronic extrure Mild woodwinds with downwards gias, electronic extrure Mild woodwinds with downwards gias, electronic factors and out. No Yes No No No No No No No No No No No No No No No No No No No N	and 22) Action 28 (Observation of Cue 21											
Continue to next area and then jump over gap triggering Que 23 followed by Cue 24. After deating gap, let Larn die. Listen to Cue 24 Cue 24 Que 25	and 22)					High metallic screeching,						
Action 29 By Tue 24. After clearing gap, let Lara die. Cue 23 (Transition 2) 15 sec. Metallic screeching, drums, strings, brass (m. 24 drums, strings, brass (m. 24 drums) 15 sec. Listen to Cue 24 Cue 25 (Stinger 12) Action 31 (Observation of Cue 24) See written analysis on or to gen this by falling boulders, however, do not complete climb. Dodging each boulder triggers a new Cue. Listen to new cues. Cue 25 (Stinger 12) 3 sec. High winds, electronic texture electronic texture electronic texture fades in and out. Mid winds, electronic texture fades in and out. No Yes No		then jump over gap triggering Cue 23 followed				simplified drum rhythm, clustered harmony, and ascending strings in						
Listen to Cue 24 Cue 25 See written analysis Action 31 (Observation of Cue 24) See written analysis Continue ascension and do not get hit by falling boulders, however, do not complete climb. Dodging each boulder triggers a new Cue. Listen to new cues. Cue 25 (Stinger 12) See. Listen to new cues. Cue 26 (Stinger 13) See. Low brass, strings, drums No No No No No No No No No N	Action 29	by Cue 24. After clearing	Cue 23 (Transition 2)	15 sec.		background. Horn melody in 2nd harmony.	No	No	No	No	Yes, but immediately cuts off Cue 22	No
Listen to Cue 24 Cue 24 20 sec. Low brass, strings, drums upwards. Simplified drum rhythm. No No Yes No Yes Cue 23 See written analysis Action 30 (Observation of Cue 24) See written analysis Continue ascension and do not get hit by falling boulders, however, do not complete climb. Dodging each boulder triggers a new Cue. Cue 25 (Stinger 12) 3 sec. High winds, electronic texture fades in and out. No Yes No						melody, sustaining						
Action 31 (Observation of Cue 24) See written analysis Continue ascension and do not get hit by falling boulders, however, do not complete climb. Dodding each boulder triggers a new Cue. Cue 25 (Stinger 12) See. High winds, electronic texture fades in and out. Mid woodwinds with downards gliss, electronic texture fades in and out. No Yes No		Listen to Cue 24	Cue 24	20 sec.	Low brass, strings, drums	upwards. Simplified drum	No	No	Yes	No	Yes	Yes, begins in time after Cue 23
Continue ascension and do not get hit by falling boulders, however, do not complete climb. Dodging each boulder triggers a new Cue. Action 32 Listen to new cues. Cue 25 (Stinger 12) 3 sec. High winds, electronic texture fades in and out. Mid winds, electronic texture fades in and out. Mid woodwinds with downards gliss, electronic texture fades in and out. No Yes No No No No No No No No No N	Action 30 (Observation of Cue 24)											
do not get hit by falling boulders, however, do not complete climb. Dodging each boulder triggers a new Cue. Cue 25 (Stinger 12) 3 sec. High winds, electronic texture fades in and out. Mid woodwinds with downards gliss, electronic texture fades in and out. No Yes No No No No No No No No No N	Action 31 (Observation of Cue 24)	-										
complete climb. Dodging each boulder triggers a new Cue. Action 32 Cue 25 (Stinger 12) 3 sec. High winds, electronic texture fades in and out. Mid woodwinds with downwards gliss, electronic texture fades in and out. Listen to new cues. Cue 26 (Stinger 13) 3 sec. Mid winds, electronic texture fades in and out. No Yes No No No No No No No No No N		do not get hit by falling boulders, however, do not										
Listen to new cues. Cue 26 (Stinger 13) 3 sec. Mid winds, electronic texture Mid winds, electronic texture Advanwards gliss, electronic texture fades in and out. No Yes No No No No No No No No No N	Action 32	complete climb. Dodging each boulder triggers a	Cue 25 (Stinger 12)	3 sec.		downards gliss, electronic	No	Yes	No	No	No	No
Listen to new cues. Cue 26 (Stinger 13) 3 sec. Mid winds, electronic texture fades in and out. No Yes No No No No No			(g2)			Mid woodwinds with downwards gliss,						
Action 33 See written analysis		Listen to new cues.	Cue 26 (Stinger 13)	3 sec.		electronic texture fades in	No	Yes	No	No	No	No
	Action 33	See written analysis										