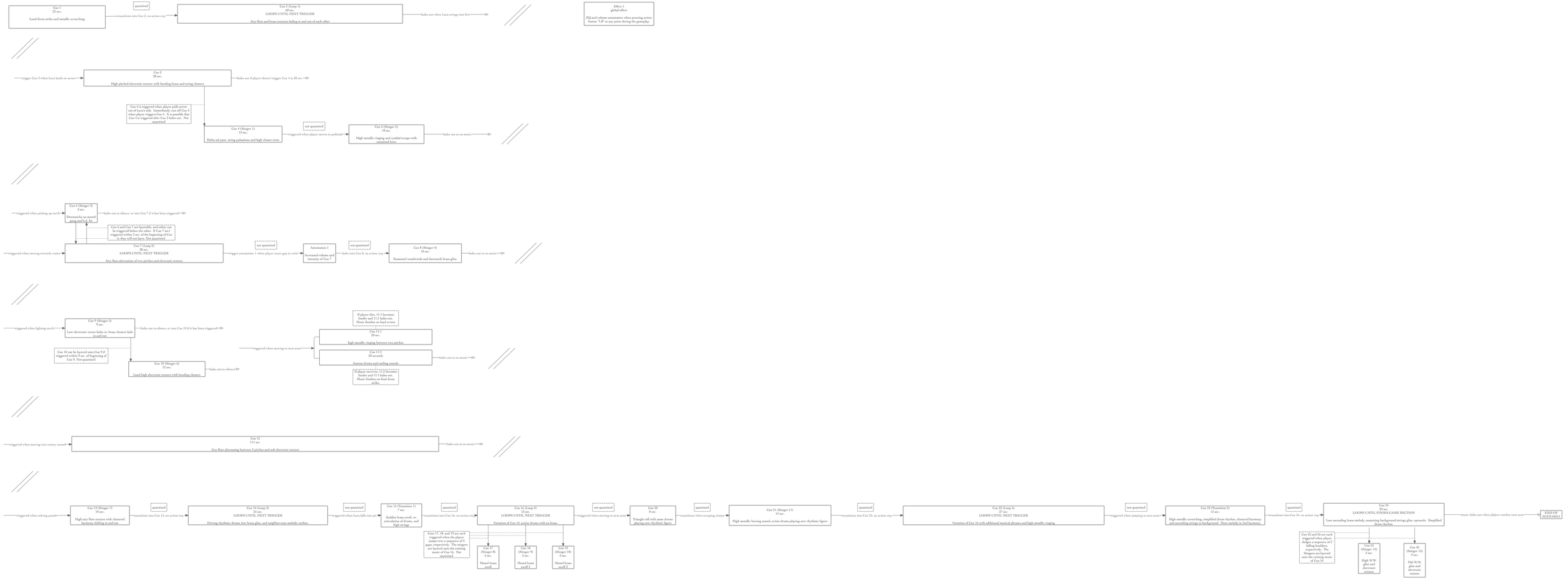
Cue 1
22 sec.
Loud drum strike and metallic screeching
quantized
transitions into Cue 2, no action req
Cue 2 (Loop 1)
60 sec.
LOOPS UNTIL NEXT TRIGGER
Airy flute and brass textures fading in and out of each other
fades out when Lara swings into fire
Effect 1
global effect
EQ and volume automation when pressing action button "LB" at any point during the gameplay.
trigger Cue 3 when Lara lands on arrow
Cue 3
28 sec.
High pitched electronic texture with bending brass and string clusters
fades out if player doesn't trigger Cue 4 in 28 sec.
Cue 4 is triggered when player pulls arrow out of Lara's side. Immediately cuts off Cue 3 when player triggers Cue 4. It is possible that Cue 4 is triggered after Cue 3 fades out. Not quantized
Cue 4 (Stinger 1)
15 sec.
Mahn sul ponti, string pulsations and high cluster texn.
not quantized
triggered when player moves to pedestal
Cue 5 (Stinger 2)
10 sec.
High metallic ringing and cymbal scrape with sustained horn
fades out to no music
triggered when picking up torch
Cue 6 (Stinger 3)
3 sec.
Dramatic/a-cm muted gong and b.d. hit
fades out to silence, or into Cue 7 if it has been triggered
Cue 6 and Cue 7 are layerable, and either can be triggered independently. Cue 7 can be triggered within 3 sec. of the beginning of Cue 6 if they roll out here. Not quantized
triggered when moving towards crater
Cue 7 (Loop 2)
38 sec.
LOOPS UNTIL NEXT TRIGGER
Airy flute alternation of two pitches and electronic texture
not quantized
trigger automation 1 when player nears gap in rock
Automation 1
Increased volume and intensity of Cue 7
not quantized
fades into Cue 8, no action req
Cue 8 (Stinger 4)
10 sec.
Sustained woodwinds and downwards brass glss.
fades out to no music
triggered when lighting torch
Cue 9 (Stinger 5)
9 sec.
Low electronic texture fades in, brass clusters fade in and out
fades out to silence, or into Cue 10 if it has been triggered
Cue 10 can be layered onto Cue 9 if triggered within 9 sec. of beginning of Cue 9. Not quantized
Cue 10 (Stinger 6)
12 sec.
Loud high electronic texture with bending clusters
fades out to silence
triggered when moving to next area
If player dies, 11.1 becomes louder and 11.2 fades out. Music finishes on load screen
Cue 11.1
20 sec.
high metallic ringing between two pitches
Cue 11.2
20 seconds
Intense drums and rattling sounds
If player survives, 11.2 becomes louder and 11.1 fades out. Music finishes on final drum hit.
fades out to no music
triggered when moving into watery tunnel
Cue 12
111 sec.
Airy flute alternating between 3 pitches and soft electronic texture
fades out to no music
triggered when solving puzzle
Cue 13 (Stinger 7)
10 sec.
High airy flute texture with clustered harmony shifting in and out
quantized
transitions into Cue 14, no action req
Cue 14 (Loop 3)
23 sec.
LOOPS UNTIL NEXT TRIGGER
Driving rhythmic drums, low brass glss. and neighbor-tone melodic outline.
not quantized
triggered when Lara falls into pit
Cue 15 (Transition 1)
7 sec.
Sudden brass swell, re-articulation of drums, and high strings
quantized
transitions into Cue 16, no action req
Cue 16 (Loop 4)
15 sec.
LOOPS UNTIL NEXT TRIGGER
Variation of Cue 14, action drums with no brass.
Cues 17, 18, and 19 are each triggered when the player jumps over a sequence of 3 gaps, respectively. The stingers are layered onto the existing music of Cue 16. Not quantized
Cue 17 (Stinger 8)
3 sec.
Muted brass swell
Cue 18 (Stinger 9)
2 sec.
Muted brass swell 2
Cue 19 (Stinger 10)
3 sec.
Muted brass swell 3
not quantized
triggered when moving to next area
Cue 20
8 sec.
Triangle roll with same drums playing new rhythmic figure
quantized
transitions when encaging enemy
Cue 21 (Stinger 11)
14 sec.
High metallic bowing sound, action drums playing new rhythmic figure
quantized
transitions into Cue 22, no action req
Cue 22 (Loop 5)
27 sec.
LOOPS UNTIL NEXT TRIGGER
Variation of Cue 16 with additional musical phrases and high metallic ringing
not quantized
triggered when jumping to next area
Cue 23 (Transition 2)
15 sec.
High metallic screeching, simplified drum rhythm, clustered harmony and ascending strings in background. Horn melody in 2nd harmony.
quantized
transitions into Cue 24, no action req
Cue 24
29 sec.
LOOPS UNTIL FINISH GAME SECTION
Low ascending brass melody, sustaining background strings glss. upwards. Simplified drum rhythm.
Cue 25 and 26 are each triggered when player dodges a sequence of 2 falling boulders, respectively. The stingers are layered onto the existing music of Cue 24.
Cue 25 (Stinger 12)
3 sec.
High W/W glss and electronic texture
Cue 26 (Stinger 13)
3 sec.
Mid W/W glss and electronic texture
music fades out when player reaches next area
END OF SCENARIO