

**LARA CROFT**  
**TOMB RAIDER**  

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**THE DIAMOND TOTEM**

**THAILAND**

THAILAND

FADE IN:

EXT. THAILAND SKIES - MORNING

A few wispy clouds line the bright blue skies of Thailand as the sun shines down on the exotic environment of an ANCIENT TEMPLE.

LARA (V.O.)  
Have you ever wondered about myths  
and legends?

TITLE OVER: Thailand, 2008

A PLANE shoots across the sky, disrupting the peaceful silence and FIGURES begin to drop from it, launching PARACHUTES.

LARA (V.O.) (CONT'D)  
Whether they were real? Whether  
they actually happened?

A BOOT enters frame. Pan up to reveal LARA CROFT, a British woman in her mid-twenties wearing a light-blue sleeveless top and incredibly short shorts. DUAL PISTOLS hang from holsters on her belt.

LARA (V.O.) (CONT'D)  
I do. And that's why I'm here. My  
name is Lara Croft, I'm an  
adventurer hailing from Britain.  
(beat)  
And I'm here in search of an  
ancient totem with mystical powers.  
But not for myself. A man named  
Hyde is after it, and I'm  
determined to stop him.

She catches sight of the plane and the people descending from it, scowling as she tightens her gloves.

LARA (CONT'D)  
Bloody tourists. Trying to ruin my  
fun.

Lara runs forward, and we see she's atop a SLOPE leading down into a VALLEY. On the other side is the ENTRANCE to the TEMPLE.

The figures are landing in the valley, detaching their parachutes and raising their GUNS.

Lara narrows her eyes and darts forward, sliding down the slope whilst pulling her pistols from their holsters. She takes aim - BLAM! BLAM!

Two hits strike the nearest MERCENARY, in the skull no less, and he goes down, DEAD before he hits the floor.

But now the other MERCENARIES have been alerted to Lara's presence and are pointing wildly at her as she continues her descent down the slope.

MERCENARY

Hey! It's her!

Bullets ping off the slop all around her and once or twice Lara has to duck to avoid being hit by one of them.

All the time she fires her pistols and her aim seems to be vastly superior as every one gets their target.

Another PLANE shoots over head, dropping more MERCENARIES.

Lara curses as the slope ends and she quickly darts forward, prancing in between various MERCENARIES on the ground as she makes her way to the temple entrance.

They try to shoot her down, but fail and soon Lara's within inches of the temple entrance.

Her foot stamps on a PRESSURE PAD that sinks into the ground, OPENING the sealed doors to the temple.

Lara DIVES forward, sailing through the doors even as they open, the mercenaries trying to follow, but far behind.

INT. ANCIENT TEMPLE - MOMENTS LATER

The dive ends with a perfect ROLL and Lara's quickly back on her feet, searching for a way to close the doors as the mercenaries start FIRING -

- and Lara JUMPS, grabbing a handle above her. As gravity pulls her back down, the handle comes with her and the doors slide SHUT.

Satisfied, Lara lets go of the handle and lands in a crouch. She turns as she stands, dusting herself off.

LARA

Amateurs.

Lara raises a hand to her shoulder, flicking on her PERSONAL LIGHT SOURCE (or the PLS, we'll call it). The PLS lights up a corridor, thick with VINES that lines the walls.

Lara takes this information in which interest as she gets closer to one wall. She reaches out a hand to touch the vine - and it shrinks away from her!

Lara watches with interest, trying again but the vine dodges her again. Something is going on here.

Lara's suddenly brought back to life by the banging on the doors, obviously the mercenaries trying to get in.

Lara raises a hand to her ear, and switches on her HEADSET. It crackles into life.

LARA (CONT'D)  
Bryce? Can you hear me?

BRYCE (O.S.)  
(filtered; through  
headset)  
Loud and clear, Lara.  
(beat)  
I presume this is the temple then?

LARA  
I wouldn't have it any other way.  
(beat)  
But... something weird is going on.

BRYCE  
Isn't it always, with you?

LARA  
The vines. They move...look!

Lara reaches out for another of the vine and it darts away from her grasp. Bryce are catching this through the camera.

BRYCE  
Amazing! I'll get right on it,  
Lara.

LARA  
Thanks.

Lara turns away from the walls and makes her way down the corridor. The only noise is the sound of water dripping to the floor from a crack in the ceiling.

BRYCE  
Spooky.

LARA  
Please Bryce, I need to  
concentrate.

BRYCE  
To do what?!

LARA  
I can always get Hilary to cut up  
your paycheck for the next month...

BRYCE  
Point taken.

And then Bryce shuts up. Lara lets out a sigh of relief and spots something up ahead - an OPENING. Light streams into the corridor from it.

Lara speeds up, breaking into a run and quickly exits the corridor -

INT. ANCIENT TEMPLE - DOME ROOM - CONTINUOUS

- and enters a room with a DOME-SHAPED CEILING. VINES hang from PILLARS and a large statue of a Hindu DEITY is opposite the opening Lara has just entered through.

Lara takes in the vast room with a look of delight and shock. She takes several steps forward.

LARA  
I never expected this.

CLANG!

Lara freezes, looking around and then down - and she's stepped on a PRESSURE PLATE without realizing it!

BRYCE  
Lara, move!

With only a second to spare, Lara DIVES forwards, narrowly avoiding three POISON DARTS that skim the edge of her ponytail.

LARA  
That was too close for my liking.

Lara takes another step forward, and the ground begins to SHAKE beneath her.

BRYCE  
This just gets worse!

Lara runs as fast as she can, the ground breaking beneath her into an ENDLESS CHASM as Lara dives for the safety of a ledge...

...and her fingers clasp it. Un-surprisingly, the vines surrounding it dart away.

Lara spares a look down - and quickly looks up,. Because below her is a seemingly endless chasm of darkness with no visible bottom.

We can hear Bryce gulp over the headset. This isn't looking good for our heroine.

Lara steadies herself, and looks around for an exit. On the opposite side of the room is an OPENING into a different corridor.

Lara scans the room ways to possibly get there and decides her route. She prepares herself, JUMPS and grabs a CRACK in the pillar above her.

Turning to her side, she JUMPS to her right and grabs hold of a LOOSE BRICK. But as the name suggest the brick is loose and it tumbles out of it's place.

BRYCE (CONT'D)  
Jesus, Lara, jump!

Lara quickly jumps to her right again and grabs the safety of a VINE. And the vine starts to SHAKE, trying to get Lara off.

Finally losing grip, Lara shoots through the air - and COLLIDES with another PILLAR. She falls down, hands trying to grab something, anything, to break her fall - and she clasps onto a ledge.

Steadying her breathing, she looks around. She's closer to the opening now but it's still higher above her.

Lara turns, dangling dangerously over the chasm with one hand as she loosens the GRAPPLE on her belt. She throws it - and it attaches itself to an oddly shaped brick in the wall.

Lara pulls it, testing it - it sticks. Counting to three in a quiet whisper, Lara JUMPS - and sails through the air, supported by her grapple.

BRYCE (CONT'D)  
Woohoo!

CRACK!

The rope on the grapple breaks and Lara SAILS through the air - and grabs the bottom of the opening!

Lara hoists herself up and dusts herself down. She looks back to where the rope of her grapple dangles, useless.

LARA  
Bugger, I liked that.

BRYCE  
I'll have a new one ready by time you come back.

LARA  
You do look after me, Bryce.

BRYCE  
Just wantin' the paycheck.

Lara rolls her eyes, bemused as she takes steps into the shadows, her PLS lighting the route again...

INT. ANCIENT TEMPLE - DOOM CORRIDOR - CONTINUOUS

Even with the PLS lighting the way down the dark corridor, the density of the vines makes it hard to actually see anything a few metres ahead.

A speck of light is visible at the end of the dark tunnel, giving way to another room, much lighter than this.

Lara walks forward, alert but not that concerned. Sensing no threat, her creep turns into a confident walk - just as something COLLIDES with her back!

Lara's sent stumbling to the ground and as she tries to pick herself up, she's knocked onto her back.

BRYCE

What is that?

LARA

(through gritted teeth)

I have no clue.

Lara pushes herself to her feet, moving quickly - as her PLS lights up what's attacking her - and it's the VINES!

Lara ducks and twists through them, but whenever she's hit a CUT forms where it hit due to the sharpness of the vines.

Sprinting forward, Lara's caught unaware - because the floor is falling out in front of her!

LARA (CONT'D)

More of the same tricks!

Lara continues to run, and as the bricks below her fall away, she JUMPS - and her fingers just catch the bottom of the doorway.

But she's not getting off that easy - the vines are attacking her hands, trying to make her fall.

Lara lets one hand drop - and brings up one of her PISTOLS, shooting away the vines. They recoil, and there's a shrieking noise, possible coming from the vines.

Green liquid splashes down onto Lara's face, but she either doesn't notice or doesn't care.

She pulls herself up in a perfect handstand, landing on both feet in the next room...

INT. ANCIENT TEMPLE - HEART ROOM - CONTINUOUS

Lara steps out into another round room and immediately takes in several strange details. There's a CRACK in the roof, providing a possible escape route.

But the real thing that catches her eye is the large THROBBING HEART in the center of the room, upon a pedestal. The strange thing is, the heart looks like it's made of grass.

Lara takes cautious steps forward - and two WOLVES burst out of their hiding places on either side of Lara!

Lara un-holsters her pistols, FIRING at both at the same time as she runs forward to avoid their attacks. She does a twist-roll and stands back up in seconds, continuing to fire at the wolves.

They jump for Lara and she quickly dodges to the side, getting clear shots at the animals' skulls.

They go down in seconds, letting out squeals as they die. Lara shows no remorse. It was kill or be killed.

Holstering her pistols, Lara turns back to the heart. She walks forward and round it, inspecting it carefully.

BRYCE

What do you think it is?

(beat)

Maybe it's the thing controlling this place?

LARA

What's this got to do with the diamond? And why does Hyde want it so bad?

BRYCE

I think it's trying to protect the diamond. Which would suggest why Hyde is here, but for his real motives - I have no idea.

Lara reaches out a hand and touches the heart. It crumbles under her touch and Lara recoils, a little shocked.

The heart gives way to a DIAMOND SHARD. Upon closer inspection, Lara sees that it is of a LEG.

LARA

The leg. That means there are other pieces scattered around.

BRYCE

That's what I wanted to talk to you about. I've found reports of another diamond.

Lara pockets the shard, putting it into a POUCH on her belt.

LARA  
Where?

BRYCE  
In Peru.

She raises her eyebrows at this, clearly amused as she scans around for an escape route.

LARA  
Peru? Why does everything lead me  
back to Peru?

BRYCE  
And it's in the mountains. So pack  
warm.

LARA  
(smiles)  
Always.

BRYCE  
There's a chopper waiting for you  
now. No grapple though, I'm afraid.

A ROPE dangles down in front of Lara. She looks up, and a HELICOPTER is above the hole in the ceiling the rope is Lara's way up. Lara grasps it, holding on tight as the helicopter pulls up and away.

LARA  
Peru it is then.

And as Lara's pulled out of sight, a smirk growing on her face, we:

FADE OUT.

END OF THAILAND