

LARA CROFT
TOMB RAIDER

THE DIAMOND TOTEM

PERU

PERU

FADE IN:

EXT. MOUNTAINSIDE - DAY

SNOW streaks through the sky, cutting out the light from the sun and keeping the area in a misty white light.

TITLE OVER: Peru, 2008

Two MOUNTAINS stand tall side by side, both covered in snow up to their tops, which go through the clouds.

LARA (V.O.)

Have you ever wondered about the secrets in the dark. The things hidden from your sight.

The clouded sky parts as a HELICOPTER breaks through. A rope is dropped from it, dangling several feet from the ground.

LARA (CONT'D)

What are they? Will they harm me?

A FIGURE climbs out of the chopper and begins to slide down the rope until the end. They LET GO of the rope and begin to fall, as we MOVE IN for a CLOSER look.

It's LARA, our resident adventurer. She's wearing a blue sweater and long, thick trousers over her usual gear and a thick brown coat over that to keep herself insulated.

LARA (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.

Lara lands in the snow and it's so thick it reaches to her waist in the crouch she's in. She sighs, standing up tall.

She waves to the chopper above and it departs, leaving the entire area in deep silence. Lara raises a hand to her ear.

LARA (CONT'D)

Bryce, can you hear me?

(beat)

Bryce?

There's no reply. Putting two and two together, she realizes that Bryce's, probably having similar problems getting hold of her.

Brushing bits of snow from her, Lara begins to slowly trudge up the mountainside.

UNKNOWN POV:

As someone watches her in her climb, looking through binoculars. A deep voice rings out, as if telling someone something:

VOICE

She's here. Tell the boss.

There's sounds of someone scurrying away as the person continues to spy on Lara.

BACK ON LARA as she freezes, suddenly sensing something. She looks around - and catches the sight of movement somewhere above her in the side of the mountain.

LARA

Bugger! They've followed me!

Lara breaks into a run, just as BULLETS begin to blast into the snow behind her.

She's not incredibly fast in the snow - but she can attack back!

Lara unhooks her trusty DUAL PISTOLS and begins to fire in the direction of the bullets.

There's a SCREAM as someone goes down. And yet still the bullets keep on coming. Lara's vastly outnumbered.

Reaching a steeper section of the mountain, Lara drops to her front and rolls to the side, hiding in a small ALCOVE.

She waits for several moments, her pistols held tightly to her chest as the distant sound of FOOTSTEPS rings out.

Moments later, two pairs of feet come into view by the alcove, but they have no clue where Lara is hiding.

Lara lets out a smirk and aims her pistols - and with two SHOTS she fires a bullet into each MERCENARY'S LEG.

The men let out screams, both going down on one knee as Lara rolls out of the alcove.

LARA (CONT'D)

Usually for a girl, a man being down on one knee is a good thing.

Lara takes aim at both - and without mercy, SHOOTS them in the head. They're DEAD.

LARA (CONT'D)
But for you, it's a bad thing.

The bodies DROP to the floor with a thump, but Lara keeps her pistols out, she's not so sure that these guys are all of the force watching her.

Lara begins to sneak around the side of the mountain away from where the shots came from, scanning the side of the mountain as she walks.

When the bodies are completely out of view, Lara stops, peering closely at a particular part of the wall.

She reaches out a gloved hand and wipes the side of it - and the snow's brushed away to reveal something resembling a HANDLE.

Lara lets out a brief smile and reaches out for the handle. She TUGS - and JUMPS to the side as the entire section of the wall COMES DOWN!

After a few seconds, Lara gets up and wipes the snow away whilst creeping forward.

She looks into the gloom of the cave, lighting up her PLS as she steps forward...

INT. GLOOMY CAVE - CONTINUOUS

And the light reveals just a typical cave with an rugged oval roof and an uneven floor.

Lara takes steps forward, looking back into the could of the outside and shuffles in further.

She can see an opening ahead, but stays to observe the walls, where several images have been carved but the uneven walls make it hard to find anything in particular.

Lara heads towards the opening and out into...

INT. SWITCH ROOM - CONTINUOUS

A huge cavern, larger than anything Lara's seen in her adventure so far. Exactly opposite is a SWITCH, and Lara's also aware of nasty looking holes in the ground, the wall and two huge gaps in the ceiling.

A small passageway goes from the entrance to the lever-switch, with the rest of the cavern higher above it. It's as if it's a trench.

The wall is riddled with cracks and in some places looks about to fall to pieces. Unusually, several snow-covered VINES hang from the ceiling.

LARA
Got to love those ancient
civilizations that keep cities
hidden in mountains.

Slowly, she walks forward, taking in more of her surroundings. A crack in the wall means snows been blowing in for who knows how long, hiding some features from view.

A SEALED DOOR is mounted on a ledge on the right-hand side of the room, high up. Lara spots the cracked remains of a ladder leading up to it. She'll need another way up.

BRYCE (O.S.)
(filtered through headset)
La-a?

LARA
Bryce, is that you?

BRYCE
Ba- conne-ion.

LARA
Yes, I got that. How's the camera?

BRYCE
Fine, thankfully.

Lara nods, thankful and takes steps further into the room. The connection seems to improve and Bryce becomes clearer.

BRYCE (CONT'D)
You can't be thinking about using
that switch. It's a trap!

LARA
What else is there, Bryce? There's
only one way to go and it's through
that door. If the switch opens
it...

Lara lets it hang, and although he thinks otherwise, Bryce knows it's the only thing to do.

Lara walks across the cavern, taking note of cracks in the wall she can traverse across and any possible way to get to that ledge.

Reaching the switch, Lara observes a batch of TEXT above it, but it's written in a language even she cannot understand.

BRYCE
What does it say?

LARA
I haven't the foggiest.

BRYCE

And here I thought it would be a warning.

LARA

It probably is. Oh well, I guess we'll find out.

Lara rolls her eyes, placing both hands on the lever-switch.

LARA (CONT'D)

Here goes nothing.

She pulls down on the lever - and the entire room begins to SHAKE. Lara steadies herself by keeping hold on the lever but in the process she clamps her eyes shut.

And when she opens them, it's like a whole other room. SPIKES jut repeatedly up and down from the holes in the ground and flames from holes in the walls.

Lara notices the sealed door roll open, and then eyes the two holes in the ceiling with curiosity.

BRYCE

What do you think they do?

LARA

I don't want to find out.

Lara sets off at a run, JUMPING over a set of SPIKES that raise up in front of her. She lands in a roll, a FLAME shooting just above her legs.

She jumps to her feet - just as the ground below her shakes and gives way!

Lara grabs onto the edge of the floor and pulls herself up - but has to crouch under a FLAME that almost sets her hair alight!

BRYCE

Lara, get out of there!

She dives forward, overpassing another flame - and grabs hold of a CRACK in the wall.

She steadies herself before jumping upwards and grabbing hold of another crack.

Leaning back, she outstretches a hand and JUMPS - grabbing one of the vine.

Dangling dangerously over a flame, Lara shuffles around the vine until she faces the ledge. She begins to swing back and forth, finally gaining enough momentum to SAIL through the air -

- but in doing so she passes on of the holes in the ceiling - and a HUGE BOULDER drops towards her!

Lara tucks her legs in and sails past the boulder by inches, landing in a roll on the ledge. She stands and looks down at the destruction the boulder made in the room.

Sighing, Lara undoes her jacket as a sudden wave of heat comes over her as she enters the next room -

EXT. THE LOST CITY OF TIKUSHI - CONTINUOUS

- and SLIDES down an uneven SLOPE. Rocks come loose as she passes over them and Lara doesn't have time to notice her surroundings.

She jumps forward - and her hands clasp a TREE BRANCH. Swinging around it twice, she lets go and SAILS through the air, landing neatly in the middle of a grassy town.

Of course, it's long since been abandoned, but nothing's ruined. Still thriving plants have stretched across the huts and the WELL int he center of the town, but that's about the only thing that's changed from when it had occupants.

Lara takes in her surroundings in awe, and it's clear that the boys on the other end of the headset are equally as bewildered as Lara is.

BRYCE

Well, I didn't see that coming.

(beat)

This is marvelous - a discovery in itself!

LARA

It's not the first time I've seen something like this.

Lara takes steps towards the well and peers down. WATER is visible.

BRYCE

The headset is waterproof if that's what you're wondering.

LARA

(muttering)

Why does God hate me?

BRYCE

Sorry, I didn't catch that.

LARA

Never mind, Bryce.

(beat)

I'm going down.

Lara places both hands on the rope and hoists herself over the brick wall - and the rope promptly snaps, Lara falling down and out of sight.

INT. WELL - MOMENTS LATER

Lara splashes down into the water, and continues to dive downwards - until she comes out at a huge underwater cavern area!

A passage on the left seems to lead upwards in a diagonal direction so Lara follows it. She swims as fast as she can, knowing she's limited on breath -

- and comes across a switch. Pulling it down, a HATCH above her opens. She turns, swimming upwards and bursts out into -

INT. DIAMOND ROOM - CONTINUOUS

- a room with a hole in the ceiling, through which vines dangle. On the other side of the pool from which Lara's exiting is a door made of stone. On it is a piece of text.

Lara pulls herself up from the pool, shivering from the cold.

BRYCE
Are you alright?

LARA
Terrific, thanks.

She walks over to the stone door, scanning the text.

BRYCE
Let me guess, more unknown text?

LARA
No, what it says is that another piece of the diamond is in that room - no wait, not the other piece, the final piece.

BRYCE
There's only two pieces?

LARA
No, see here -

Lara points out six holes in the stone, shapes like a body part (two for legs, two for arms, one for a torso and one for a tail).

LARA (CONT'D)
- these must be where you put the six other pieces to get the final piece - the head.
(MORE)

LARA (CONT'D)
 (beat; realizes)
 It must be inside that room!

BRYCE
 And what about that text underneath
 the slots?

Lara notices it and crouches down to read it.

LARA
 (scans it)
 From the grassy world to were sand
 is eternal.
 (beat)
 From the country of rain to the
 land of the creators.
 (beat)
 From the land of the warriors to
 the rivers of the food creators.

BRYCE
 More cryptic mumbo-jumbo!

Lara rolls his eyes at Bryce's ignorance, and studies the text again.

LARA
 No, this actually makes sense. "The
 grassy world" must be Thailand, so
 we've got that piece. "Sand is
 eternal"...Egypt!
 (beat)
 Again.
 (beat)
 "The country of rain"? that's got
 to be England. The creators...I
 don't know about that one.
 (beat)
 "Land of the warriors"... could it
 possibly be... Germany? After all,
 no-one needs reminding of the World
 Wars. Maybe the fighting blood goes
 back far longer then we realised!
 (beat)
 And the rivers of the food
 creators.
 (beat; thinks)
 Venice, that must be. Italians are
 known for their food, right?

Bryce lets out a little laugh over the headset.

BRYCE
 Woman, you're good!

LARA
 Yes, thank you, Bryce.
 (beat)
 (MORE)

LARA (CONT'D)

Now, please, focus you're searches
on Egypt. I'm coming back home
until we work out exactly where the
second piece is.

BRYCE

Right away.

Lara turns, and looks up to the whole in the roof. She lets
out a smile as she JUMPS up, grabbing the vine.

LARA

Now to get out of this mess.

As she begins to shuffle up the vine and out of sight, we:

FADE OUT.

END OF PERU