

TOMB RAIDER NEXT GENERATION



**ENEMY
STATE ID AND ANIMATIONS**

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ENEMY MODIFIED SLOTS

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**Note: For Animation Flow Diagrams and Mesh Diagrams
See TR Forum Community section.**

AHMET

Animations

- 0 WAIT
- 1 RUN
- 2 STAND ATTACK
- 3 GROWL
- 4 RUN FAST PERSUE
- 5 GROWL
- 6 WALK
- 7 GROWL
- 8 RUN FAST PERSUE
- 9 RUN ATTACK
- 10 DIE
- 11 WAIT TO WALK
- 12 WALK TO WAIT
- 13 WAIT TO RUN
- 14 RUN TO WAIT



TEMPLE OF HORUS

STATE IDs

- 1 - WAIT
- 2 - WALK
- 3 - RUN
- 4 - STAND ATTACK
- 5 - RUNNING ATTACK
- 6 - RUNNING ATTACK
- 7 - DIE

TR4 sound ID 88
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AHMET_DIE
AHMET_ATTACK
AHMET_HANDS
AHMET_FEET
AHMET_SWIPE
AHMET_WAIT

BABOON NORMAL

Animations

0	WALK
1	WALK TO SIT WAIT
2	SIT WAIT
3	SIT WAIT TO WALK
4	SIT AND EAT
5	SIT AND SCRATCH
6	RUN
7	SOMERSAULT FORWARD TO STAND WAIT
8	PICKUP
9	STAND WAIT
10	STAND WAIT TO RUN
11	WALK TO RUN
12	RUN TO STAND WAIT
13	SIT WAIT TO STAND WAIT
14	DIE
15	RUN TO WALK
16	STAND WAIT TO SIT WAIT
17	UNUSED
18	UNUSED
19	UNUSED
20	UNUSED
21	UNUSED
22	UNUSED
23	THROW
24	JUMP UP
25	BOW
26	SIT DOWN
27	JUMP UP
28	CROUCH
29	STAND WAIT TO WALK
30	WALK TO STAND WAIT
31	JUMP AND CLIMB



MASTERBAS

BABOON NORMAL

STATE Ids

2 - WALK
3 - STAND WAIT
4 - RUN
5 - BOW
6 - SIT WAIT
7 - SIT AND EAT
8 - SIT AND SCRATCH
9 - SOMERSAULT
10 - PICKUP
11 - DIE
12- THROW
13 - JUMP UP
14 - SIT JUMP UP
21 - JUMP AND CLIMB

TR4 sound ID 164	BABOON_STAND_WAIT
TR4 sound ID 165	BABOON_ATTACK_LOW
TR4 sound ID 166	BABOON_ATTACK_JUMP
TR4 sound ID 167	BABOON_JUMP
TR4 sound ID 168	BABOON_DEATH
TR4 sound ID 317	BABOON_CHATTER
TR4 sound ID 318	BABOON_ROLL

BABOON SILENT

Animations

- 0 WALK
- 1 WALK TO SIT WAIT
- 2 SIT WAIT
- 3 SIT WAIT TO WALK
- 4 SIT AND EAT
- 5 SIT AND SCRATCH
- 6 RUN
- 7 SOMERSAULT FORWARD TO STAND WAIT
- 8 PICKUP
- 9 STAND WAIT
- 10 STAND WAIT TO RUN
- 11 WALK TO RUN
- 12 RUN TO STAND WAIT
- 13 SIT WAIT TO STAND WAIT
- 14 DIE
- 15 RUN TO WALK
- 16 STAND WAIT TO SIT WAIT
- 17 UNUSED
- 18 UNUSED
- 19 UNUSED
- 20 UNUSED
- 21 UNUSED
- 22 UNUSED
- 23 THROW
- 24 JUMP UP
- 25 BOW
- 26 SIT DOWN
- 27 JUMP UP
- 28 CROUCH
- 29 STAND WAIT TO WALK
- 30 WALK TO STAND WAIT
- 31 JUMP AND CLIMB



MASTERBAS

BABOON SILENT

STATE Ids

2 - WALK
3 - STAND WAIT
4 - RUN
5 - BOW
6 - SIT WAIT
7 - SIT AND EAT
8 - SIT AND SCRATCH
9 - SOMERSAULT
10 - PICKUP
11 - DIE
12- THROW
13 - JUMP UP
14 - SIT JUMP UP
21 - JUMP AND CLIMB

TR4 sound ID 317

BABOON_CHATTER

BADDY 1

Animations

- 0 RUN
- 1 RUN TO WAIT
- 2 RUN TO WAIT
- 3 UNUSED
- 4 UNUSED
- 5 UNUSED
- 6 UNUSED
- 7 UNUSED
- 8 UNUSED
- 9 MONKEY BARS JUMP UP
- 10 MONKEY BARS HANG
- 11 MONKEY BARS TRAVERSE
- 12 MONKEY BARS HANG TO TRAVERSE
- 13 MONKEY BARS TRAVERSE TO HANG (left hand)
- 14 MONKEY BARS TRAVERSE TO HANG (right hand)
- 15 MONKEY BARS DROP DOWN
- 16 MONKEY BARS HANG AND SHOOT UZI GUN
- 17 PARRY SWORD CLOSE
- 18 WAIT
- 19 PARRY SWORD
- 20 DRAW UZI GUN
- 21 HOLSTER UZI GUN
- 22 DRAW SWORD
- 23 SHEATH SWORD
- 24 TURN ROLL
- 25 Roll PART 1
- 26 Roll PART 2
- 27 Roll PART 3
- 28 CROUCH DOWN part 1
- 29 CROUCH DOWN part 2
- 30 STAND UP TO WAIT
- 31 WAIT TO WALK
- 32 WALK
- 33 WALK TO RUN
- 34 POINT UZI GUN
- 35 AIM UZI GUN
- 36 SHOOT UZI GUN
- 37 LOWER UZI GUN
- 38 SWORD SLASH DOWN Attack 1
- 39 CROUCH DOWN Pickup ammo
- 40 WAIT TO CROUCH DOWN



ALEXANDRIA

BADDY 1

Animations

41	SWORD LOW SLASH LEFT Attack 2
42	SWORD RECOVER
43	STAND UP TO WAIT
44	SWORD HIGH SLASH RIGHT
45	SHOT FALL BACK
46	STAB FORWARDS WALK
47	JUMP Left PART 1
48	JUMP Left PART 2
49	JUMP DOWN
50	STAND UP TO WAIT
51	RUN TO WALK
52	UNUSED
53	WAIT TO WAIT
54	WALK TO WAIT
55	JUMP FORWARD
56	STANDING JUMP
57	STANDING JUMP PART 2
58	JUMP LAND TO WAIT
59	MONKEY BARS SHOT
60	MONKEY BARS FALL DOWN
61	MONKEY BARS DEAD
62	CLIMB UP 4 CLICK LEDGE
63	CLIMB UP 3 CLICK LEDGE
64	CLIMB UP 2 CLICK LEDGE
65	JUMP DOWN 4 CLICK LEDGE
66	JUMP DOWN 3 CLICK LEDGE
67	RUN JUMP
68	STUN COVER FACE (Flash Grenade)
69	STUN COVER FACE TO WAIT
70	DEAD

BADDY 1

STATE Ids

0 - WAIT
1 - WALK
2 - RUN
3 - UNUSED
4 - UNUSED
5 - UNUSED
6 - UNUSED
7 - UNUSED
8 - UNUSED
9 - UNUSED
10 - DRAW UZI PISTOL
11 - HOLSTER UZI PISTOL
12 - DRAW SWORD
13 - SHEATH SWORD
14 - SHOOT UZI PISTOL
15 - SWORD SLASH DOWN
16 - SWORD LOW SLASH LEFT
17 - SWORD HIGH SLASH RIGHT
18 - MONKEY BARS JUMP UP
19 - MONKEY BARS HANG
20 - MONKEY BARS TRAVERSE
21 - MONKEY BARS HANG AND SHOOT
22 - MONKEY BARS DROP DOWN
23 - TURN ROLL
24 - JUMP UP
25 - WAIT CROUCH DOWN
26 - CROUCH DOWN
27 - PICK UP AMMO
28 - STAND UP WAIT
29 - STAB FORWARDS WALK
30 - RUN SOMERSUALT FORWARD
31 - POINT UZI PISTOLS
32 - SHOT DEAD
33 - JUMP FORWARD
34 - FALLING IN AIR
35 - SHOT ON MONKEY BARS
36 - MONKEY BARS FALL DOWN
37 - MONKEY BARS DEAD
38 - JUMP LAND
39 - CLIMB UP 4 CLICK LEDGE
40 - CLIMB UP 3 CLICK LEDGE
41 - CLIMB UP 2 CLICK LEDGE
42 - JUMP DOWN 4 CLICK LEDGE
43 - JUMP DOWN 3 CLICK LEDGE
44 - STUNNED FACE

BADDY 1

TR4 sound ID 6	LARA_DRAW
TR4 sound ID 7	LARA_HOLSTER
TR4 sound ID 32	LARA_ROLL
TR4 sound ID 95	GENERAL_FOOTSTEPS1
TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 189	GENERIC_SWORD_SWOOSH
TR4 sound ID 192	GEN_PULL_SWORD
TR4 sound ID 250	DEMI_TUT_PLASMA_SPRAY
TR4 sound ID 254	BAD_LAND
TR4 sound ID 256	BAD_GRUNTS
TR4 sound ID 257	BAD_DIE
TR4 sound ID 258	BAD_JUMP
TR4 sound ID 259	BAD_TROOP_STUN
TR4 sound ID 260	BAD_SWORDAWAY
TR4 sound ID 261	BAD_TROOP_UZI
TR4 sound ID 263	BAD_TROOP_UZI_END

BADDY 2

Animations

- 0 RUN
- 1 RUN TO WAIT
- 2 RUN TO WAIT
- 3 RUN SOMERSAULT FORWARD
- 4 SOMERSAULT TO WAIT
- 5 PARRY SWORD OPEN
- 6 UNUSED
- 7 UNUSED
- 8 PARRY SWORD USE
- 9 MONKEY BARS JUMP UP
- 10 MONKEY BARS HANG
- 11 MONKEY BARS TRAVERSE
- 12 MONKEY BARS HANG TO TRAVERSE
- 13 MONKEY BARS TRAVERSE TO HANG (left hand)
- 14 MONKEY BARS TRAVERSE TO HANG (right hand)
- 15 MONKEY BARS DROP DOWN
- 16 MONKEY BARS HANG AND SHOOT UZI GUN
- 17 PARRY SWORD CLOSE
- 18 WAIT
- 19 PARRY SWORD TO WAIT
- 20 DRAW UZI PISTOL
- 21 HOLSTER UZI PISTOL
- 22 DRAW SWORD
- 23 SHEATH SWORD
- 24 TURN ROLL
- 25 Roll PART 1
- 26 Roll PART 2
- 27 Roll PART 3
- 28 CROUCH DOWN part 1
- 29 CROUCH DOWN part 2
- 30 STAND UP TO WAIT
- 31 WAIT TO WALK
- 32 WALK
- 33 WALK TO RUN
- 34 POINT UZI PISTOL
- 35 AIM UZI PISTOL
- 36 SHOOT UZI PISTOL
- 37 LOWER UZI PISTOL
- 38 SWORD SLASH DOWN Attack 1
- 39 CROUCH DOWN Pickup ammo
- 40 WAIT TO CROUCH DOWN



TEMPLE OF KARNAK

BADDY 2

Animations

41	SWORD LOW SLASH LEFT Attack 2
42	SWORD RECOVER
43	STAND UP TO WAIT
44	SWORD HIGH SLASH RIGHT
45	SHOT FALL BACK
46	STAB FORWARDS WALK
47	JUMP Left PART 1
48	JUMP Left PART 2
49	JUMP DOWN
50	STAND UP TO WAIT
51	RUN TO WALK
52	UNUSED
53	WAIT TO WAIT
54	WALK TO WAIT
55	JUMP FORWARD
56	STANDING JUMP
57	JUMP IN AIR FALLING
58	JUMP LAND TO WAIT
59	MONKEY BARS SHOT
60	MONKEY BARS FALL DOWN
61	MONKEY BARS DEAD
62	CLIMB UP 4 CLICK LEDGE
63	CLIMB UP 3 CLICK LEDGE
64	CLIMB UP 2 CLICK LEDGE
65	JUMP DOWN 4 CLICK LEDGE
66	JUMP DOWN 3 CLICK LEDGE
67	RUN JUMP
68	STUN COVER FACE (Flash Grenade)
69	STUN COVER FACE TO WAIT
70	DEAD

BADDY 2

STATE Ids

0 - WAIT
1 - WALK
2 - RUN
3 - UNUSED
4 - PARRY SWORD OPEN
5 - UNUSED
6 - UNUSED
7 - UNUSED
8 - PARRY SWORD USE
9 - PARRY SWORD CLOSE
10 - DRAW UZI PISTOL
11 - HOLSTER UZI PISTOL
12 - DRAW SWORD
13 - SHEATH SWORD
14 - SHOOT UZI PISTOL
15 - SWORD SLASH DOWN
16 - SWORD LOW SLASH LEFT
17 - SWORD HIGH SLASH RIGHT
18 - MONKEY BARS JUMP UP
19 - MONKEY BARS HANG
20 - MONKEY BARS TRAVERSE
21 - MONKEY BARS HANG AND SHOOT
22 - MONKEY BARS DROP DOWN
23 - TURN ROLL
24 - JUMP UP
25 - WAIT CROUCH DOWN
26 - CROUCH DOWN
27 - PICK UP AMMO
28 - STAND UP WAIT
29 - STAB FORWARDS WALK
30 - RUN SOMERSUALT FORWARD
31 - POINT UZI PISTOLS
32 - SHOT DEAD
33 - JUMP FORWARD
34 - FALLING IN AIR
35 - SHOT ON MONKEY BARS
36 - MONKEY BARS FALL DOWN
37 - MONKEY BARS DEAD
38 - JUMP LAND
39 - CLIMB UP 4 CLICK LEDGE
40 - CLIMB UP 3 CLICK LEDGE
41 - CLIMB UP 2 CLICK LEDGE
42 - JUMP DOWN 4 CLICK LEDGE
43 - JUMP DOWN 3 CLICK LEDGE
44 - STUNNED FACE

BADDY 2

TR4 sound ID 6	LARA_DRAW
TR4 sound ID 7	LARA_HOLSTER
TR4 sound ID 32	LARA_ROLL
TR4 sound ID 95	GENERAL_FOOTSTEPS1
TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 189	GENERIC_SWORD_SWOOSH
TR4 sound ID 192	GEN_PULL_SWORD
TR4 sound ID 254	BAD_LAND
TR4 sound ID 256	BAD_GRUNTS
TR4 sound ID 257	BAD_DIE
TR4 sound ID 258	BAD_JUMP
TR4 sound ID 259	BAD_TROOP_STUN
TR4 sound ID 260	BAD_SWORDAWAY
TR4 sound ID 261	BAD_TROOP_UZI
TR4 sound ID 263	BAD_TROOP_UZI_END

BAT

Animations

- 0 TAKE OFF
- 1 FLY
- 2 ATTACK
- 3 HIT
- 4 DIE
- 5 HANG WAIT



TOMB OF SETH

STATE Ids

- 1 - TAKE OFF
- 2 - FLY
- 3 - ATTACK
- 4 - HURT
- 5 - DIE
- 6 - HANG WAIT

TR4 sound ID 169
TR4 sound ID 170
TR4 sound ID 171

BAT_SQUEAL_FULL
BAT_SQK
BAT_FLAP

BIG BEETLE

Animations

- 0 WAIT TAKE OFF
- 1 FLY
- 2 FLY TO LAND WAIT
- 3 LAND WAIT
- 4 ATTACK
- 5 HIT SPIN
- 6 HIT HANG IN AIR
- 7 DIE
- 8 HOVER
- 9 FLY TO HOVER
- 10 HOVER TO FLY



CHAMBERS OF TULUN

STATE Ids

- 1 - WAIT
- 2 - TAKE OFF
- 3 - FLY
- 4 - CLAW ATTACK
- 5 - LAND
- 6 - HURT
- 7 - HURT
- 8 - DIE
- 9 – HOVER

TR4 sound ID 14
TR4 sound ID 15
TR4 sound ID 16

BIG_SCARAB_ATTACK
BIG_SCARAB_DEATH
BIG_SCARAB_FLYING

CROCODILE

Animations

- 0 WAIT
- 1 START WALKING
- 2 RUN
- 3 SLOW DOWN
- 4 SLOW DOWN FAST
- 5 WALK
- 6 SPEED UP
- 7 THRASH TAIL
- 8 TURN SLOW DOWN
- 9 TURN AND WALK
- 10 STANDING ATTACK BITE
- 11 DIE
- 12 SWIM
- 13 SWIM AND BITE
- 14 SWIM AND BITE
- 15 START SWIMMING
- 16 FLOAT UP DEAD
- 17 LAND TO WATER
- 18 WATER TO LAND



CITADEL GATE

STATE Ids

- 1 - WAIT
- 2 - RUN
- 3 - WALK
- 4 - TAIL ATTACK
- 5 - STANDING ATTACK
- 7 - DIE ON LAND
- 8 - SWIM
- 9 - SWIM ATTACK
- 10 - DIE IN WATER



ANGKOR WAT

TR4 sound ID 35
TR4 sound ID 73
TR4 sound ID 80
TR4 sound ID 81

LARA_SWIM
CROC_FEET
CROC_ATTACK
CROC_DEATH

DEMIGOD 1

Animations

- 0 WAIT
- 1 WALK
- 2 RUN
- 3 UNUSED
- 4 UNUSED
- 5 UNUSED
- 6 UNUSED
- 7 UNUSED
- 8 UNUSED
- 9 UNUSED
- 10 RUN TO WALK
- 11 WALK TO RUN
- 12 DIE Die 1
- 13 WAVE HAMMER
- 14 WALK TO WAIT
- 15 UNUSED
- 16 UNUSED
- 17 UNUSED
- 18 UNUSED
- 19 UNUSED
- 20 UNUSED
- 21 UNUSED
- 22 CROUCH DOWN
- 23 BANG HAMMER DOWN
- 24 CROUCH DOWN
- 25 STAND UP
- 26 RUN TO WAIT
- 27 DIE Die 2



CHAMBERS OF TULUN

DEMIGOD 1

STATE Ids

0 - WAIT
1 - WALK
2 - RUN
3 -
4 -
5 -
6 -
7 -
8 - DIE 1
9 -
10 -
11 -
12 -
13- CROUCH DOWN
14 - BANG HAMMER
15 - DIE 2

TR4 sound ID 72	GENERIC_HEAVY_THUD
TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 242	DEMIGODS_FEET
TR4 sound ID 243	DEMIGODS_BULL_SNORT
TR4 sound ID 244	DEMIGODS_BULL_HAMMER
TR4 sound ID 245	DEMIGODS_S_WAVE_RUMB
TR4 sound ID 246	DEMIGOD_WEAP_SWOOSH
TR4 sound ID 252	DEMIGODS_TUT_GROWL

DEMIGOD 2

Animations

- 0 WAIT Standing
- 1 WALK Walking
- 2 RUN Running
- 3 RAISE STAFF Stand -> Recharge
- 4 HOLD STAFF UP Recharging
- 5 LOWER STAFF Recharge -> Stand
- 6 AIM STAFF Stand -> Aim
- 7 AIM STAFF Aiming
- 8 SHOOT STAFF Fire
- 9 RAISE STAFF Aim -> Stand
- 10 RUN TO WALK Run -> Walk
- 11 WALK TO RUN Walk -> Run
- 12 DIE Die 1
- 13 WAIT TO WALK Stand -> Walk
- 14 WALK TO WAIT Walk -> Stand
- 15 UNUSED
- 16 UNUSED
- 17 UNUSED
- 18 UNUSED
- 19 UNUSED
- 20 UNUSED
- 21 UNUSED
- 22 UNUSED
- 23 UNUSED
- 24 UNUSED
- 25 UNUSED
- 26 RUN TO WAIT Run -> Stand
- 27 DIE Die 2



KHUFU'S QUEENS PYRAMIDS

DEMIGOD 2

STATE Ids

- 0 - WAIT
- 1 - WALK
- 2 - RUN
- 3 - AIM STAFF
- 4 - SHOOT STAFF
- 5 - WAIT CHARGE STAFF
- 6 - CHARGE STAFF
- 7 - CHARGE STAFF WAIT
- 8 - DIE 1
- 9 -
- 10 -
- 11 -
- 12 -
- 13 -
- 14 -
- 15 - DIE 2

TR4 sound ID 72	GENERIC_HEAVY_THUD
TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 242	DEMIGODS_FEET
TR4 sound ID 247	DEMIGOD_FALCON_SQUEAL
TR4 sound ID 248	DEMIGOD_FALCON_PLAS
TR4 sound ID 249	DEMIGOD_RISE

DEMIGOD 3

Animations

- 0 WAIT Standing
- 1 WALK Walking
- 2 RUN Running
- 3 RAISE STAFF Stand -> Recharge
- 4 HOLD STAFF UP Recharging
- 5 LOWER STAFF Recharge -> Stand
- 6 UNUSED
- 7 UNUSED
- 8 UNUSED
- 9 UNUSED
- 10 RUN TO WALK Run -> Walk
- 11 WALK TO RUN Walk -> Run
- 12 DIE Die 1
- 13 WAIT TO WALK Stand -> Walk
- 14 WALK TO WAIT Walk -> Stand
- 15 RAISE STAFF
- 16 HOLD STAFF UP
- 17 LOWER STAFF
- 18 CROUCH DOWN
- 19 SHOOT STAFF
- 20 STAND UP
- 21 CROUCH DOWN
- 22 UNUSED
- 23 UNUSED
- 24 UNUSED
- 25 UNUSED
- 26 RUN TO WAIT Run -> Stand
- 27 DIE Die 2



CLEOPATRA'S PALACES

DEMIGOD 3

STATE Ids

0 - WAIT
1 - WALK
2 - RUN
3 - AIM STAFF
4 - SHOOT STAFF
5 - WAIT CHARGE STAFF
6 - CHARGE STAFF
7 - CHARGE STAFF WAIT
8 - DIE 1
9 - RAISE LOWER STAFF
10 - RAISE LOWER STAFF
11 - CROUCH DOWN
12 - SHOOT STAFF
13 - UNUSED
14 - UNUSED
15 - DIE 2

TR4 sound ID 72	GENERIC_HEAVY_THUD
TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 242	DEMIGODS_FEET
TR4 sound ID 248	DEMIGOD_FALCON_PLAS
TR4 sound ID 249	DEMIGOD_RISE
TR4 sound ID 250	DEMI_TUT_PLASMA_SPRAY
TR4 sound ID 252	DEMIGODS_TUT_GROWL

DOG

Animations

- 0 SIT WAIT Stand -> Sit
- 1 STAND UP Sit -> Stand
- 2 START WALKING Stand -> Walk
- 3 WALK Walking
- 4 CREEP WALK Walk -> Sneak
- 5 CREEP WALK Sneaking
- 6 START RUNNING Sneak -> Run
- 7 RUN Running
- 8 WAIT Standing
- 9 RUN JUMP Run attack 1
- 10 START CREEPING Attack stand -> Sneak
- 11 STOP CREEPING Sneak -> Attack stand (part 1)
- 12 CROUCH WAIT Sneak -> Attack stand (part 2)
- 13 START RUNNING Attack stand -> Run
- 14 CROUCH WAIT Attack stand
- 15 RUN SLOW DOWN Run -> Attack stand
- 16 WAIT HOWL Attack stand -> Howl
- 17 BACK UP Stand -> Attack stand
- 18 RUN FAST Running attack 2
- 19 CREEP TO STOP Walk -> Stand
- 20 DIE Die 1 (fall on side)
- 21 DIE Die 2 (spin 180 degrees)
- 22 DIE Die 3 (backflip)
- 23 CROUCH HOWL Attack stand Attack
- 24 STAND UP HOWL Attack stand -> stand



NEW CITY OF THE DEAD



TOMB OF SETH

DOG

STATE Ids

- 1 - STAND WAIT
- 2 - WALK
- 3 - RUN
- 4 -
- 5 - SNEAK WALK
- 6 - RUN ATTACK 1
- 7 - HOWL
- 8 - SIT WAIT
- 9 - STAND ATTACK
- 10 - RUN ATTACK 2
- 11 - DIE
- 12 - SNEAK ATTACK



BURIAL CHAMBERS

- TR4 sound ID 175
- TR4 sound ID 176
- TR4 sound ID 177
- TR4 sound ID 178
- TR4 sound ID 179
- TR4 sound ID 180
- TR4 sound ID 181

- DOG_HOWL
- DOG_HIT_GROUND
- FOUNTAIN_LOOP
- DOG_FOOT_1
- DOG_JUMP
- DOG_BITE
- DOG_DEATH

ENEMY SUBMARINE

(Originally in Chronicles)



ENEMY SUBMARINE



SUBMARINE MISSILE

Animations

- 0 Stopped
- 1 Moving

STATE Ids

- 0 – State 0 Stop
- 1 – State 1 Move

TR5 TR4

Sound for moving missile

244 361 JOBY_GARAGE_DOOR (roller2.wav)

Sound for missile explosion

397 105 EXPLOSION1

Sound for scream of Lara when hurt

401 31 LARA_INJURY

Sound for emission of missile

398 68 PENDULUM_BLADES

FROGMAN

(Originally in TR3)



Animations

- 0 SWIM UNDERWATER
- 1 FLOATING
- 2 SWIM UNDERWATER TO FLOATING
- 3 SWIM UNDERWATER ATTACK READY
- 4 SWIM UNDERWATER ATTACK READY TO SWIM UNDERWATER
- 5 SWIM UNDERWATER SHOOT HARPOON
- 6 SWIM UNDERWATER SHOOT HARPOON
- 7 SWIM UNDERWATER TO SWIM ATTACK READY
- 8 SWIM UNDERWATER TO SWIM ATTACK READY
- 9 FLOATING ATTACK READY
- 10 FLOATING ATTACK READY TO FLOATING
- 11 AIR ATTACK HARPOON
- 12 AIR ATTACK HARPOON
- 13 FLOATING TO FLOATING ATTACK READY
- 14 FLOATING TO FLOATING ATTACK READY
- 15 FLOATING TO SWIM UNDERWATER
- 16 MORTALLY HIT DYING
- 17 DEAD



HARPOON GUN

FROGMAN (Originally in TR3)

STATE Ids

0 - U/W READY TO SWIM
1 - SWIM U/W
2 - SURFACE
3 - U/W SHOOT
4 - U/W ATTACK READY
6 - FLOATING READY
7 - AIR ATTACK
9 - DEATH

TR4 sound ID 12	uses	TR3 sound ID 23
TR4 sound ID 13	uses	TR3 sound ID 186
TR4 sound ID 14	uses	TR3 sound ID 189
TR4 sound ID 15	uses	TR3 sound ID 188
TR4 sound ID 16	uses	TR3 sound ID 193
TR4 sound ID 20	uses	TR4 sound ID 187
TR4 sound ID 21	uses	TR3 sound ID 15
TR4 sound ID 22	uses	TR3 sound ID 52
TR4 sound ID 23	uses	TR3 sound ID 192

Sounds used by the Harpoon gun:

TR3	Used TR4
7	7 LARA_HOLSTER
15	71 GENERIC_SWOOSH
16	325 DART_SPITT
22	189 GENERIC_SWORD_SWOOSH

Sounds used by the Frog Man:

TR3 Sound Description

15	He shoots (in air) the harpoon gun
23	He shoots (underwater) the harpoon gun
52	Swimming floating on water surface
186	Sound of underwater bubbles
187	Underwater sound for fast moving of harpoon gun
188	Underwater breath with the mouthpiece
189	Another underwater breath with the mouthpiece
192	(Dies) He has been hit by a mortal shot
193	Frog Man surfaces and floats on water surface

GUIDE

Animations

- 0 WALK
- 1 RUN
- 2 UNUSED
- 3 UNUSED
- 4 WAIT
- 5 UNUSED
- 6 UNUSED
- 7 UNUSED
- 8 UNUSED
- 9 UNUSED
- 10 UNUSED
- 11 UNUSED
- 12 STAND AND LOOK DOWN
- 13 WAIT TO WALK
- 14 WALK TO WAIT
- 15 WAIT TO RUN
- 16 RUN TO WAIT
- 17 WALK TO RUN
- 18 RUN TO WALK
- 19 UNUSED
- 20 UNUSED
- 21 UNUSED
- 22 UNUSED
- 23 UNUSED
- 24 UNUSED
- 25 UNUSED
- 26 TURN TO LEFT
- 27 UNUSED
- 28 UNUSED
- 29 UNUSED
- 30 LOOK AT MAP IN HAND
- 31 WAVE LEFT HAND
- 32 UNUSED
- 33 UNUSED
- 34 UNUSED
- 35 UNUSED
- 36 UNUSED
- 37 UNUSED
- 38 UNUSED
- 39 UNUSED
- 40 UNUSED



TOMB OF SETH

GUIDE

Animations

41	UNUSED
42	UNUSED
43	UNUSED
44	SWIPE TORCH TO RIGHT
45	UNUSED
46	UNUSED
47	SWIPE TORCH DOWN
48	POINT TORCH FORWARDS
49	SWIPE TORCH DOWN
50	UNUSED
51	UNUSED
52	UNUSED
53	UNUSED
54	UNUSED
55	UNUSED
56	TURN TO RIGHT
57	CROUCH DOWN
58	CROUCH DOWN
59	GET UP
60	RAISE TORCH
61	RAISE TORCH HIGH
62	RAISE TORCH HIGH
63	WALK
64	WAIT TO WALK
65	WALK TO WAIT
66	WAIT
67	WAIT
68	WALK TO STOP
69	CROUCH DOWN

GUIDE

STATE Ids

1 - WAIT
2 - WALK
3 - RUN
7 - LOOK DOWN
11- LOOK AT MAP
13- WAVE LEFT HAND
22- TURN LEFT
31- SWIPE TORCH TO RIGHT
32- SWIPE TORCH DOWN
35- TURN RIGHT
36- CROUCH DOWN
37- RAISE TORCH
38- RAISE TORCH HIGH
39- RAISE TORCH HIGH
40- WALK
41- WAIT
42- WAIT
43- CROUCH DOWN

TR4 sound ID 95

GENERAL_FOOTSTEPS1

HAMMERHEAD

Animations

- 0 SLOW SWIM FASTER Attack 2 (part 2)
- 1 SLOW DOWN WAIT Attack 1 (part 2)
- 2 BITE Attack 1 (part 1)
- 3 SWIM AND BITE Attack 2 (part 1)
- 4 TWIST Dying
- 5 DIE Dead
- 6 SWIM ON SIDE Slow attack 1
- 7 WAIT Slow -> swim
- 8 WAIT Swimming slow (speed 1)
- 9 SWIM Swimming (speed 20)
- 10 SWIM FAST Swimming fast (speed 39)
- 11 SLOW DOWN Swim -> slow
- 12 SWIM FASTER Swim -> fast
- 13 SWIM SLOW DOWN BITE Fast attack 1
- 14 SLOW DOWN Swim fast -> slow
- 15 SLOW DOWN Swim fast -> swim
- 16 SWIM AND BITE Fast attack 2 (part 2)
- 17 SWIM FASTER Fast attack 2 (part 3)
- 18 SLOW DOWN Fast attack 2 (part 1)
- 19 STATIONARY BITE Slow attack 2



TEMPLE OF ISIS

HAMMERHEAD

STATE Ids

- 0 - SWIM SLOW SPEED
- 1 - SWIM NORMAL SPEED
- 2 - SWIM FAST
- 3 - ATTACK
- 4 - FAST ATTACK
- 5 - DIE
- 6 - SLOW ATTACK

TR4 sound ID 268
TR4 sound ID 277

HAMMER_HEAD_WADE
HAMMER_HEAD_ATK

HARPY

Animations

- 0 FLY FAST SLOW DOWN
- 1 FLY FAST WAIT HOVER
- 2 FLY FAST WAIT HOVER
- 3 FLY FAST WAIT HOVER
- 4 WAIT HOVER
- 5 HIT SPIN
- 6 ON BACK DYING
- 7 DIE
- 8 FLYING ATTACK
- 9 FLY BACKWARDS
- 10 FLY FASTER
- 11 FLY FAST
- 12 FLY SLOW DOWN
- 13 FLY FAST
- 14 LAND ON GROUND
- 15 WAIT ON GROUND
- 16 FLAP WING TAKE OFF
- 17 SPIN OVER
- 18 HOVER



TEMPLE OF ISIS

STATE Ids

- 1 - HOVER WAIT
- 2 - FLY SLOW DOWN
- 3 - WAIT ON GROUND
- 4 - FLY FAST
- 5 - FLY FAST
- 6 - FLYING ATTACK
- 7 - SPIN OVER
- 8 - FLY FAST TO HOVER
- 9 - HIT INJURED
- 10 - DYING ON GROUND
- 11 - DIE
- 12 - FLY BACK THEN FORWARD
- 13 - FLY FAST

TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 266	GENERIC_NRG_CHARGE
TR4 sound ID 271	SIREN_WING_FLAP
TR4 sound ID 272	SIREN_NOIZES
TR4 sound ID 273	SIREN_ATTACK
TR4 sound ID 274	SIREN_DEATH
TR4 sound ID 275	SIREN_GEN_NOISES
TR4 sound ID 276	SETT_SIREN_PLASMA

HORSE

Animations

- 0 CANTER
- 1 REAR UP
- 2 WAIT
- 3 CANTER TO STOP AND WAIT
- 4 TROT
- 5 START TROT
- 6 TROT TO STOP WAIT
- 7 CANTER TO TROT
- 8 WAIT TO CANTER
- 9 TROT TO CANTER
- 10 GALLOP
- 11 CANTER TO GALLOP
- 12 GALLOP TO TROT
- 13 GALLOP TO STOP WAIT



THE LOST LIBRARY

STATE Ids

- 1 - WAIT
- 2 - CANTER
- 3 - TROT
- 4 - REAR UP
- 5 – GALLOP

TR4 sound ID 72
TR4 sound ID 222
TR4 sound ID 298

GENERIC_HEAVY_THUD
HORSE_TROTTING
SETT_FEET

HORSEMAN

Animations

- 0 RIDE HORSE AT CANTER
- 1 ON REARING HORSE
- 2 ON HORSE WAITING
- 3 FALL OFF HORSE
- 4 GET UP AFTER FALL
- 5 WALK
- 6 WALK SLASH RIGHT WITH AXE
- 7 WALK SLASH LEFT WITH AXE
- 8 WAIT ON FOOT
- 9 START TO WALK
- 10 WALK TO WAIT
- 11 SLASH FORWARD WITH AXE
- 12 CANTER RIGHT SLASH WITH AXE
- 13 CANTER HORSEMAN LEFT KICK
- 14 MOUNT HORSE
- 15 RUN
- 16 WALK TO RUN
- 17 RUN TO WALK
- 18 PARRY SHIELD
- 19 SHIELD UP
- 20 PARRY SHIELD
- 21 DIE
- 22 RIDE HORSE AT CANTER
- 23 RIDE HORSE AT TROT
- 24 RIDE HORSE STOP WAIT TO TROT
- 25 RIDE HORSE TROT TO STOP WAIT
- 26 RIDE HORSE CANTER TO TROT
- 27 RIDE HORSE STOP WAIT TO CANTER
- 28 RIDE HORSE TROT TO CANTER
- 29 RIDE HORSE AT GALLOP
- 30 RIDE HORSE CANTER TO GALLOP
- 31 RIDE HORSE GALLOP TO TROT
- 32 RIDE HORSE GALLOP TO STOP WAIT



THE LOST LIBRARY

HORSEMAN

STATE Ids

- 1 - RIDE HORSE CANTER
- 2 - RIDE HORSE TROT
- 3 - WAIT ON HORSE
- 4 - MOVE AXE ON HORSE
- 5 - MOUNT HORSE
- 6 - HORSE CANTER RIGHT SLASH AXE
- 7 - HORSE CANTER HORSEMAN RIGHT KICK
- 8 - FALL OFF HORSE
- 9 - WAIT ON FOOT
- 10 - WALK
- 11 - RUN
- 12 - WALK RIGHT SLASH AXE
- 13 - WALK LEFT SLASH AXE
- 14 - FORWARD SLASH AXE
- 15 - PARRY SHIELD
- 16 - DIE ON FOOT
- 17 - RIDE HORSE GALLOP



THE LOST LIBRARY

TR4 sound ID 72
TR4 sound ID 189
TR4 sound ID 301
TR4 sound ID 302
TR4 sound ID 303
TR4 sound ID 304
TR4 sound ID 305
TR4 sound ID 329

GENERIC_HEAVY_THUD
GENERIC_SWORD_SWOOSH
HORSEMAN_TAKEHIT
HORSEMAN_WALK
HORSEMAN_GRUNT
HORSEMAN_FALL
HORSEMAN_DIE
HORSEMAN_GETUP

HYDRA (Originally in Chronicles)

Animations

- 0 WAIT
- 1 LUNGE ATTACK 1
- 2 FLAME ON
- 3 FIRE BALL READY
- 4 FIRE BALL ATTACK
- 5 SCREECH
- 6 UNUSED
- 7 UNUSED
- 8 UNUSED
- 9 HYRA EXPLOSION
- 10 WAIT TO LUNGE
- 11 LUNGE ATTACK 2
- 12 LUNGE ATTACK 3
- 13 LUNGE ATTACK 4
- 14 WAIT TO LUNGE
- 15 DIE
- 16 UNUSED



STATE Ids

- 0 – WAIT
- 1 – LUNGE ATTACK 1
- 2 – FIRE BALL ATTACK
- 3 – FIRE BALL ATTACK DONE
- 4 – SCREECH
- 5 – UNUSED
- 6 – HDRA EXPLOSION
- 7 – LUNGE ATTACK 2
- 8 – LUNGE ATTACK 3
- 9 – LUNGE ATTACK 4
- 10 – UNUSED
- 11 – DIE
- 12 – UNUSED

TR4 sound ID 141
TR4 sound ID 183
TR4 sound ID 206
TR4 sound ID 274

CROCGOD_FIRE_ROAR
THUNDER_CRACK
WARTHOG_HEADBUTT
SIREN_DEATH

JEAN YVES

Animations

- 0 SITTING ARMS BEHIND HEAD
- 1 SITTING READING 1
- 2 SITTING READING 2
- 3 SITTING MOVE RIGHT ARM
- 4 STANDING MOVE RIGHT HAND
- 5 STANDING MOVE RIGHT HAND 2
- 6 STANDING LOOK LEFT RIGHT
- 7 CROUCH DOWN MOVE LEFT ARM
- 8 SITTING TYPING
- 9 SITTING TYPING 2
- 10 SITTING TYPING 3
- 11 SITTING TYPING RIGHT HAND STROKE HEAD
- 12 FILING CABINET STANDING BEND TO LEFT
- 13 FILING CABINET STANDING LOOK LEFT RIGHT
- 14 FILING CABINET STANDING LOOK LEFT
- 15 FILING CABINET STANDING LOOK RIGHT

STATE Ids

- 1 - SITTING ARMS BEHIND HEAD
- 2 - SITTING WRITING 1
- 3 - SITTING WRITING 2
- 4 - SITTING MOVE RIGHT ARM
- 5 - STANDING MOVE RIGHT ARM
- 6 - STANDING MOVE RIGHT ARM 2
- 7 - STANDING LOOK LEFT RIGHT
- 8 - CROUCH DOWN REACH LEFT ARM
- 9 - SITTING READING 1
- 10 - SITTING READING 2
- 11 - SITTING READING 3
- 12 - SITTING READING RIGHT HAND STROKE HEAD
- 13 - FILING CABINET STANDING BEND TO LEFT
- 14 - FILING CABINET STANDING LOOK LEFT RIGHT
- 15 - FILING CABINET STANDING LOOK LEFT
- 16 - FILING CABINET STANDING LOOK RIGHT



ALEXANDRIA

KNIGHTS TEMPLAR

Animations

- 0 CREEP TO WALK
- 1 CREEP TO WALK
- 2 WAIT
- 3 HIGH SWORD SLASH FORWARD
- 4 SWORD SLASH RIGHT
- 5 SWORD SLASH LEFT
- 6 STEP BACK
- 7 CROUCH DOWN
- 8 GET UP TO WAIT
- 9 CROUCH DOWN PARRY SHIELD
- 10 CROUCHDOWN PARRY SHIELD
- 11 WAIT TO CREEP WALK
- 12 CREEP TO WAIT

STATE Ids

- 1 - WAIT
- 2 - CREEP WALK
- 3 - SWORD SLASH FORWARD
- 4 - SWORD SLASH RIGHT
- 5 - SWORD SLASH LEFT
- 6 - CROUCH DOWN
- 7 - PARRY SHIELD
- 8 - PARRY SHIELD



CITADEL

- | | |
|------------------|--------------------|
| TR4 sound ID 223 | KN_TEMPLAR_WALK |
| TR4 sound ID 224 | KN_TEMPLAR_GURGLES |
| TR4 sound ID 225 | KN_SWORD_SCRAPE |
| TR4 sound ID 226 | KN_TEMPLAR_ATTACK |
| TR4 sound ID 227 | KN_SWORD_CLANG |
| TR4 sound ID 228 | KN_SWORD_SWOOSH |

LASER HEAD (Originally in Chronicles)



LASER HEAD BASE



LASER HEAD

Animations

0 Active

STATE Ids

2 – WAIT



LASER HEAD TENTACLE

TR4 sound ID 77
TR4 sound ID 105
TR4 sound ID 106
TR4 sound ID 248
TR4 sound ID 266

BAZOOKA_FIRE
EXPLOSION1
EXPLOSION2_VOLWAS80
DEMIGOD_FALCON_PLAS
GENERIC_NRG_CHARGE

MUMMY

Animations

- 0 WAIT
- 1 WALK
- 2 WALK ARMS FORWARD
- 3 MOVE BACKWARDS
- 4 WALK MOVE ARMS FORWARD
- 5 WALK MOVE ARMS DOWN
- 6 SLOW DOWN
- 7 WALK FASTER
- 8 WALK FASTER
- 9 WALK SLOW
- 10 FALL BACK
- 11 FALL DOWN DEAD
- 12 DEAD
- 13 GET UP
- 14 RIGHT PUNCH
- 15 LEFT PUNCH
- 16 WALK RIGHT PUNCH
- 17 ARMS CROSSED
- 18 UNCROSS ARMS
- 19 WAIT CROSSED ARMS
- 20 FALL BACK



ANGKOR WAT

STATE Ids

- 1 - WAIT
- 2 - WALK
- 3 - WALK ARMS FORWARD
- 4 - WALK ATTACK RIGHT PUNCH
- 5 - SHOT MOVE BACKWARDS
- 6 - SHOT FALL BACK
- 7 - SHOT FALL DOWN
- 8 - DEAD
- 9 - COME ALIVE
- 10 - STANDING ATTACK

TR4 sound ID 143
TR4 sound ID 229
TR4 sound ID 230
TR4 sound ID 231
TR4 sound ID 232

GENERIC_BODY_SLAM
MUMMY_ATTACK
MUMMY_WALK
MUMMY_GURGLES
MUMMY_TAKE_HIT

MUTANT

Animations

- 0 RISE UP
- 1 WAIT
- 2 SPIT ATTACK
- 3 ROAR
- 4 RISE UP ROAR
- 5 WAVE SIDE TO SIDE



CITADEL GATE

STATE Ids

- 1 - RISE UP
- 2 - WAIT
- 3 - SPIT ATTACK
- 4 - ROAR
- 5 - WAVE AND ROAR

TR4 sound ID 138	CROCGOD_ROAR
TR4 sound ID 139	CROCGOD_WING
TR4 sound ID 140	CROCGOD_LAND
TR4 sound ID 141	CROCGOD_FIRE_ROAR

SAS

Animations

0	WALK Walking
1	RUN Running
2	SHOOT GUN Firing (Aim 1)
3	RAISE GUN TO AIM Stand 1 -> Aim 1
4	POINT GUN Walk -> Aim 2
5	RUIN TO WALK Run -> Walk
6	WALK Firing (Aim 2)
7	AIM GUN Aim 1 -> Stand 1
8	WALK Aim 2 -> Walk
9	WALK Stand 1 -> Run
10	WAIT Stand 1 -> Stand 2
11	CREEP TO WALK Stand 1 -> Walk
12	WAIT Standing 1
13	WAIT Stand 2 -> Stand 1
14	WAIT Standing 2
15	AIM GUN Stand 2 -> Aim 1
16	WALK TO RUN Walk -> Run
17	WALK TO STOP Walk -> Stand 1
18	WALK Aim 2 -> Walk
19	DIE Die
20	SHOOT GUN Stand 1 -> Aim 3
21	SHOOT GUN Fire (Aim 3)
22	AIM GUN Aim 3 -> Stand
23	LOAD GRENADE Fire gernade (part 1)
24	SHOOT GRENADE Fire grenade (part 2)
25	CROUCH DOWN Stand -> Aim 4
26	SHOOT GUN Fire (Aim 4)
27	STAND UP Aim 4 -> Stand
28	LOOK AROUND STUNNED Stand 2 -> Protect face
29	READY GUN Protect face -> Stand 1

SAS

STATE Ids

- 1 - WAIT STANDING 1
- 2 - WALK
- 3 - RUN
- 4 - WAIT STAND 2
- 5 - SHOOT GUN AIM 1
- 6 - SHOOT GUN AIM 2
- 7 - DIE
- 8 - AIM 1
- 9 - AIM 2
- 10 - AIM 3
- 11 - SHOOT GUN AIM 3
- 13 - SHOOT GUN AIM 4
- 14 - AIM 4 STAND 1
- 15 - FIRE GRENADE
- 16 - AIM 3 STAND 1



CITY OF THE DEAD

TR4 sound ID 123
TR4 sound ID 125
TR4 sound ID 143
TR4 sound ID 237
TR4 sound ID 265
TR4 sound ID 267

LARA_MINI_LOAD
LARA_MINI_FIRE
GENERIC_BODY_SLAM
SAS_GADGIE_DIE
SAS_TROOP_FEET
SAS_MG_FIRE

SCORPION

Animations

- 0 WALK
- 1 RUN
- 2 WAIT
- 3 LUNGE CLAW ATTACK
- 4 LUNGE STING ATTACK
- 5 DIE
- 6 STANDING STING ATTACK
- 7 STANDING CLAW ATTACK



MENKAURE'S PYRAMID

STATE Ids

- 1 - WAIT
- 2 - WALK
- 3 - RUN
- 4 - LUNGE CLAW ATTACK
- 5 - LUNGE STING ATTACK
- 6 - DIE
- 7- STANDING STING ATTACK
- 8 - STANDING CLAW ATTACK

TR4 sound ID 216	SCORPION_SCREAM
TR4 sound ID 217	SCORPION_FEET
TR4 sound ID 218	SCORPION_CLAWS
TR4 sound ID 219	SCORPION_TAIL_WHIP

SETHA

Animations

- 0 ATTACK STANDING
- 1 JUMP FORWARDS
- 2 JUMP FORWARDS
- 3 JUMP FORWARDS
- 4 JUMP UP
- 5 SHOT
- 6 SHOT LEAN BACK
- 7 SHOT GET UP
- 8 WALK
- 9 WALK TO RUN
- 10 RUN
- 11 BACK AWAY
- 12 WAIT
- 13 STEP FORWARD ATTACK
- 14 STEP FORWARD ATTACK
- 15 CROUCH DOWN
- 16 GET UP
- 17 SHOT MOVE BACKWARDS
- 18 GET UP
- 19 GET READY
- 20 WALK TO WAIT
- 21 WAIT TO WALK
- 22 RUN TO WAIT
- 23 RUN TO WALK
- 24 JUMP ATTACK
- 25 SOMERSAULT BACKWARDS
- 26 JUMP
- 27 JUMP
- 28 WAIT



TEMPLE OF HORUS

SETHA

STATE Ids

- 1 - WAIT
- 2 - WALK
- 3 - RUN
- 4 - CROUCH DOWN
- 5 - JUMP FORWARDS
- 6 - BACK AWAY
- 7 - SHOT MOVE BACKWARDS
- 8 - FORWARD ATTACK
- 9 - ATTACK TO WAIT
- 10 - ROAR
- 11 - STANDING ATTACK
- 12 - HIGH JUMP ATTACK
- 13 - JUMP ATTACK
- 14 - JUMP TO WAIT
- 15 - JUMP ATTACK
- 16 - SOMERSAULT BACKWARDS

TR4 sound ID 72	GENERIC_HEAVY_THUD
TR4 sound ID 276	SETT_SIREN_PLASMA
TR4 sound ID 296	SETT_PLASMA_1
TR4 sound ID 297	SETT_BOLT_1
TR4 sound ID 298	SETT_FEET
TR4 sound ID 299	SETT_NRG_CHARGE
TR4 sound ID 300	SETT_NRG_CHARGE2
TR4 sound ID 316	SETT_BIG_ROAR
TR4 sound ID 322	SETT_JUMP_ATTACK
TR4 sound ID 324	SETT_TAKE_HIT

SKELETON

Animations

- 0 COME TO LIFE
- 1 STAND UP
- 2 STAND UP
- 3 WAIT READY
- 4 LOOK AROUND 1
- 5 LOOK AROUND 2
- 6 LOOK AROUND 3
- 7 LOOK AROUND 4
- 8 WAIT TO WAIT LOOK
- 9 WAIT LOOK
- 10 MOVE SHIELD
- 11 ATTACK SLASH DOWN
- 12 ATTACK SLASH LEFT
- 13 ATTACK SLASH RIGHT
- 14 ATTACK SLASH DOWN
- 15 PULL SWORD BACK
- 16 PULL SWORD BACK
- 17 SHOT FALL BACKWARDS
- 18 COME ALIVE AGAIN
- 19 WAIT TO CREEP
- 20 CREEP
- 21 CREEP
- 22 ATTACK SLASH RIGHT
- 23 STAB FORWARDS
- 24 WALK
- 25 WALK
- 26 CREEP TO RUN
- 27 CREEP TO RUN
- 28 RUN
- 29 RUN TO WAIT
- 30 RUN TO WAIT
- 31 RUN TO CREEP
- 32 RUN TO CREEP
- 33 SHOT FALL DOWN
- 34 JUMP 1
- 35 JUMP 1
- 36 JUMP 1
- 37 JUMP 2
- 38 JUMP 2
- 39 JUMP 2
- 40 JUMP 3
- 41 JUMP 3
- 42 JUMP 3
- 43 JUMP 3



COASTAL RUINS



CATACOMBS

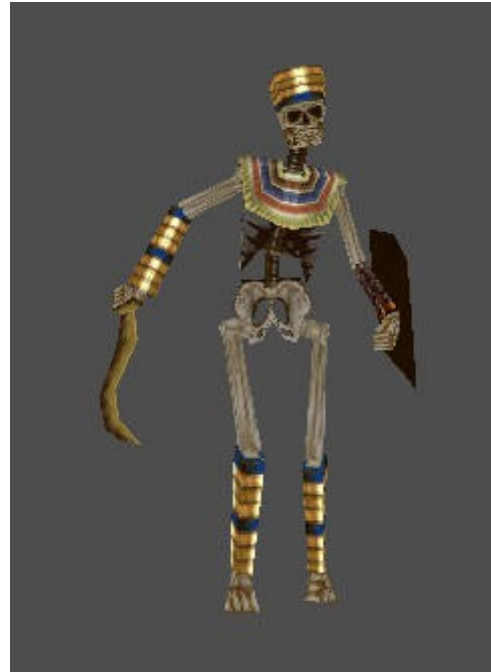
SKELETON

Animations

- 44 JUMP AND FALL
- 45 JUMP AND FALL
- 46 DEAD FOR A WHILE
- 47 FALL ON BACK
- 48 FALL ON BACK

STATE Ids

- 0 - COME ALIVE
- 1 - STAND UP
- 2 - WAIT
- 3 - LOOK AROUND 1
- 4 - LOOK AROUND 2
- 5 - LOOK AROUND 3
- 6 - LOOK AROUND 4
- 7 - WAIT LOOK
- 8 - ATTACK SLASH LEFT
- 9 - ATTACK SLASH RIGHT
- 10 - ATTACK SLASH DOWN
- 11 - PULL SWORD BACK
- 12 - SHOT FALL BACK
- 13 - SHOT FALL DOWN
- 14 - COME ALIVE AGAIN
- 15 - RUN CREEP
- 16 - RUN
- 17 - MOVE SHIELD
- 18 - STAB SLASH
- 19 - JUMP 1 FORWARDS
- 20 - JUMP 2 FORWARDS
- 21 - JUMP 3 FORWARDS
- 22 - JUMP 3 FORWARDS
- 23 - JUMP FALL
- 24 - ON BACK
- 25 - DEAD FOR A WHILE



CLEOPATRA'S PALACES

TR4 sound ID 187
TR4 sound ID 188
TR4 sound ID 189
TR4 sound ID 190
TR4 sound ID 191
TR4 sound ID 192
TR4 sound ID 193

SKEL_FOOTSTEPS
SKEL_ATTACK
GENERIC_SWORD_SWOOSH
SKEL_SWORD_CLANG
SKEL_STICK_GROUND
GEN_PULL_SWORD
SKEL_LAND_HEAVY

SMALL SCORPION

Animations

- 0 WALK
- 1 RUN
- 2 WAIT
- 3 LUNGE CLAW ATTACK
- 4 STING ATTACK
- 5 DIE
- 6 DEAD
- 7 UNUSED



TOMB OF SETH

STATE Ids

- 1 - WAIT
- 2 - WALK
- 3 - RUN
- 4 - LUNGE CLAW ATTACK
- 5 - STING ATTACK
- 6 - DEAD
- 7 - DEAD
- 8 -



TEMPLE OF KARNAK

NOTE: SMALL BLACK SCORPION IS POISONOUS

TR4 sound ID 220

SCORPION_SMALL_FEET

SPHINX

Animations

- 0 RUN
- 1 SIT WAIT
- 2 SIT WAIT
- 3 STAND UP
- 4 WALK
- 5 WAIT TO WALK
- 6 REAR KICK
- 7 ROAR
- 8 WALK TO RUN
- 9 BACK AWAY
- 10 WAIT
- 11 RUN TO WAIT
- 12 WALK TO WAIT
- 13 WAIT TO RUN
- 14 BACK AWAY
- 15 BACK AWAY



GUARDIAN OF SEMERKHET

STATE Ids

- 1 - SIT WAIT
- 2 - SIT WAIT
- 3 - STAND UP
- 4 - WALK
- 5 - RUN
- 6 - BACK AWAY
- 7 - REAR KICK
- 8 - ROAR
- 9 – WAIT

TR4 sound ID 72
TR4 sound ID 143
TR4 sound ID 172
TR4 sound ID 173
TR4 sound ID 174

GENERIC_HEAVY_THUD
GENERIC_BODY_SLAM
SPHINX_NOSE_RASP
SPHINX_WALK
SPHINX_NOISE

TROOPS

Animations

- 0 WALK
- 1 RUN
- 2 SHOOT GUN
- 3 AIM GUN
- 4 WALK
- 5 RUN TO WALK
- 6 WALK SHOOT GUN
- 7 GUN READY
- 8 WALK
- 9 WALK TO RUN
- 10 LOWER GUN
- 11 SLOW WALK TO WALK
- 12 WAIT GUN READY
- 13 RAISE GUN
- 14 WAIT LOWERED GUN
- 15 AIM GUN
- 16 WALK TO RUN
- 17 WALK TO STOP
- 18 WALK
- 19 DIE Die 1
- 20 STEP BACK AIM
- 21 SHOOT GUN
- 22 STEP FORWARD
- 23 DIE Die 2
- 24 CROUCH DOWN
- 25 CROUCH DOWN SHOOT GUN
- 26 GET UP
- 27 SHOT WOUNDED
- 28 LOOK AROUND STUNNED
- 29 STUNNED GET READY



MENKAURE'S PYRAMID

TROOPS

STATE Ids

- 1 - WAIT GUN READY
- 2 - WALK
- 3 - RUN
- 4 - WAIT LOWERED GUN
- 5 - SHOOT GUN STANDING
- 6 - SHOOT GUN WALKING
- 7 - DIE 1
- 8 - AIM GUN
- 9 - WALK
- 10 - STEP BACK AIM
- 11 - SHOOT GUN
- 12 - CROUCH DOWN
- 13 - CROUCH DOWN SHOOT GUN
- 14 - GET UP
- 15 - DIE 2
- 16 - SHOT WOUNDED
- 17 - LOOK AROUND

TR4 sound ID 78	HECKLER&KOCH_FIRE
TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 237	SAS_GADGIE_DIE
TR4 sound ID 258	BAD_JUMP
TR4 sound ID 264	TROOP_SCORP_CRIES
TR4 sound ID 265	SAS_TROOP_FEET

VON CROY

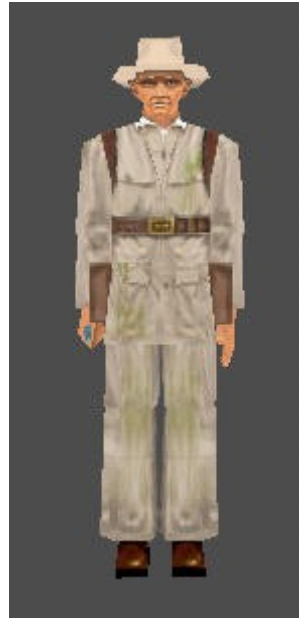
Animations

0	WALK
1	RUN
2	MONKEY BARS TRAVERSE
3	OPEN LOCK
4	WAIT
5	SWORD SLASH LEFT AND RIGHT
6	MONKEY BARS JUMP UP
7	MONKEY BARS HANG
8	MONKEY BARS HANG TRAVERSE
9	MONKEY BARS TRAVERSE HANG
10	MONKEY BARS DROP DOWN
11	SWORD SLASH DOWN
12	LOOK DOWN
13	WAIT TO WALK
14	WALK TO WAIT
15	WAIT TO RUN
16	RUN TO WAIT
17	WALK TO RUN
18	RUN TO WALK
19	WAIT SWORD DRAWN
20	WAIT SWORD DRAWN
21	WAIT SWORD DRAWN
22	JUMP FORWARD
23	JUMP LAND
24	LAND STAND UP WAIT
25	JUMP
26	TURN TO LEFT
27	CLIMB UP 1
28	CLIMB UP 2
29	CLIMB UP 3
30	LOOK AT MAP
31	WAVE TO COME (LEFT HAND)
32	WAVE TO COME LEFT HAND
33	HALT SIGN LEFT HAND
34	TURN OPEN USING LEFT HAND
35	JUMP DOWN 1
36	JUMP DOWN 2
37	JUMP UP HANG ON LEDGE
38	HANG AND SHIMMY ALONG LEDGE
39	PULL UP FROM LEDGE TO WALK
40	DROP DOWN FROM LEDGE TO WAIT
41	JUMP DOWN 3
42	JUMP DOWN 4
43	HANG ON LEDGE
44	SWORD SLASH RIGHT

VON CROY

Animations

- 45 RUN JUMP FORWARD
- 46 JUMP FORWARD
- 47 RAISE SWORD
- 48 POINT SWORD
- 49 LOWER SWORD
- 50 JUMP
- 51 JUMP LAND
- 52 GRAB LEDGE PULL UP WALK
- 53 BEND DOWN
- 54 JUMP
- 55 DUCK DOWN GET UP
- 56 TURN TO RIGHT
- 57 WAIT LOOK AROUND
- 58 WAIT LOOK AROUND
- 59 JUMP TO RUN



ANGKOR WAT

VON CROY

STATE Ids

1 - WAIT
2 - WALK
3 - RUN
4 - MONKEY BARS HANG
5 - MONKEY BARS TRAVERSE
6 - SWORD SLASH DOWN
7 - LOOK DOWN
8 - WAIT SWORD DRAWN
9 - WAIT SWORD DRAWN
10 - WAIT SWORD DRAWN
11 - LOOK AT MAP
12 - HALT SIGN LEFT HAND
13 - WAVE HAND COME
14 - TURN OPEN USING LEFT HAND
15 - JUMP FORWARD
16 - JUMP FORWARD
17 - CLIMB UP 1
18 - CLIMB UP 2
19 - CLIMB UP 3
20 - OPEN LOCK
21 - SWORD SLASH LEFT RIGHT
22 - TURN TO LEFT
23 - JUMP DOWN 4
24 - JUMP DOWN 3
25 - JUMP DOWN 1
26 - JUMP DOWN 2
27 - HANG ON LEDGE
28 - SHIMMY ALONG LEDGE
29 -
30 - PULL UP FTOM LEDGE
31 - SWORD SLASH RIGHT
32 - POINT SWORD
33 - JUMP HANG ON LEDGE
34 - BEND DOWN
35 - TURN TO RIGHT
36 - LOOK AROUND
37 - LOOK AROUND RUN

TR4 sound ID 4
TR4 sound ID 95
TR4 sound ID 119
TR4 sound ID 281

LARA_LAND
GENERAL_FOOTSTEPS1
VONCROY_JUMP
VONCROY_KNIFE_SWISH

WILD BOAR

Animations

- 0 RUN
- 1 WAIT ATTACK
- 2 ATTACK HEAD BUTT
- 3 ATTACK WAIT
- 4 RUN ATTACK KICK WAIT
- 5 DIE
- 6 WAIT
- 7 WAIT TO RUN
- 8 RUN TO WAIT



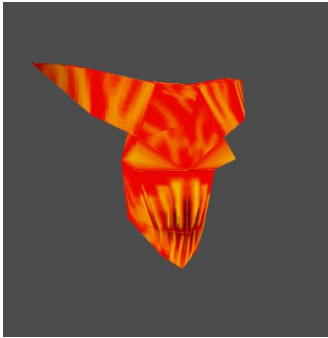
COASTAL RUINS

STATE Ids

- 1 - WAIT
- 2 - RUN
- 3 - STANDING ATTACK HEAD BUTT
- 4 - RUN ATTACK KICK
- 5 - DIE

TR4 sound ID 143	GENERIC_BODY_SLAM
TR4 sound ID 206	WARTHOG_HEADBUTT
TR4 sound ID 207	WARTHOG_DEATH
TR4 sound ID 209	WARTHOG_SQUEAL
TR4 sound ID 210	WARTHOG_FEET
TR4 sound ID 211	WARTHOG_GRUNT

WRAITH 1 FIRE WRAITH



LOST LIBRARY

Dies on contact with water whatever OCB code is used.

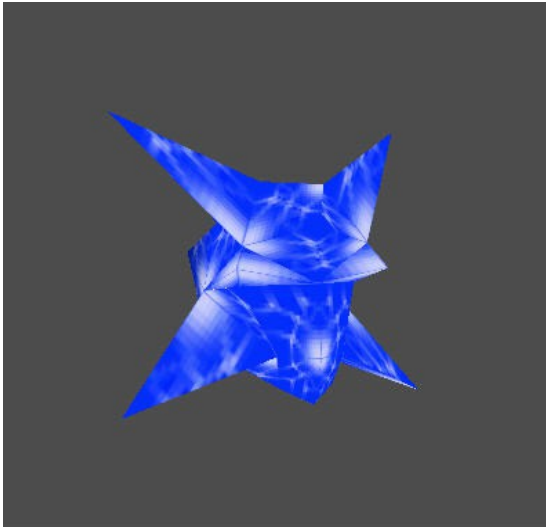
Always sets Lara on fire whatever OCB code is used.

By default wraiths are visible in game before being triggered. In order to avoid this, press the invisible button in the wraith's OCB panel so it will only appear when triggered.

WRAITH FIGHTS

You can make **Wraith1** and **Wraith2** chase each other and thus leave Lara alone by either triggering them both at the same time or by triggering them one after the other. When they are both triggered, they will not harm Lara and they will extinguish themselves in any convenient water rooms nearby.

WRAITH 2 ICE WRAITH



HORUS 1

Dies on contact with water whatever OCB code is used.

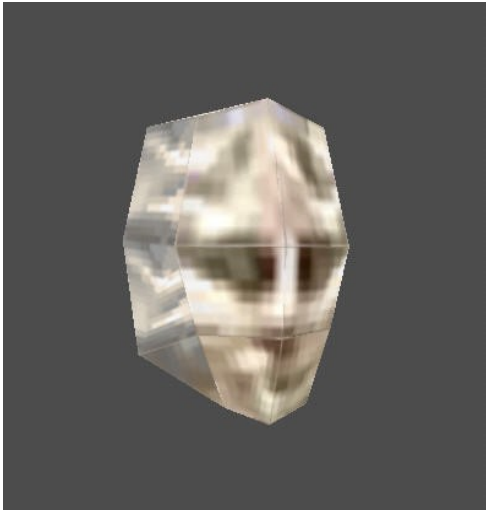
Makes Lara lose life on contact with her.

Set-up: same as Wraith 1.

WRAITH FIGHTS

You can make **Wraith1** and **Wraith2** chase each other and thus leave Lara alone by either triggering them both at the same time or by triggering them one after the other. When they are both triggered, they will not harm Lara and they will extinguish themselves in any convenient water rooms nearby.

WRAITH 3 AIR WRAITH



POSEIDON TEMPLE

Dies with Animating 10 object. Put the Animating 10 object above a bird statue, or any static object put on the same square.

Set-up for wraith 3: same as others.

Set up for Animating10: Important ! Do not place the trigger for the animating 10 in the same room as the animating10 object itself as this may cause problems.

Make sure the trigger is in a nearby room.

When building the wad make sure to copy the **Animating 10 object** into the **Animating 10 slot** otherwise it may not work.

TOMB RAIDER NEXT GENERATION



ENEMY

MODIFIED SLOTS

CROCODILE SLOT

ANACONDA SNAKE
FIERCE FISH YELLOW GREY
FIERCE FISH SILVER GREY
RATTLE SNAKE
RATTLE SNAKE

TRSEARCH
TRSEARCH
TRSEARCH
BACK TO BASICS 2006
BACK TO BASICS 2011

DOG SLOT

DEMON LION
GRIFFIN
JAGUAR
LION
LION FEMALE
LION MALE
BLACK PANTHER
RAPTOR DINOSAUR
RAT
WOLF COYOTE
CANIBAL 2 WITH SPIKE CLUB
SNOW LEOPARD
TIGER
WHITE TIGER
BROWN TIGER

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GUIDE SLOT

INDIAN CHIEF GUIDE
ISNGLE GUIDE
JUNGLE RUINS GUIDE
LARA GUIDE
LOUISE ISABELLE GUIDE
HOODED GUIDE
KHMER GUIDE
GUIDE

TRSEARCH
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TRSEARCH
TRSEARCH
BACK TO BASICS 2013
BACK TO BASICS 2014
DEADLY SANDS BASTET

HAMMERHEAD SLOT

SHARK
SEA HAG QUEEN GREEN SCALES
DIVER1

TRSEARCH
TRSEARCH
TRSEARCH

HARPY SLOT

**CROW
FLYING FAIRY
GOLDEN HARPY
MACAW BIRD
PTERANOT BIRD
WINGED DEMON
VULTURE**

**TRSEARCH
TRSEARCH
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TRSEARCH**

HORSEMAN SLOT

**QUEEN EARTH
QUEEN FIRE
QUEEN WATER
QUEEN WIND
MERMAID OF LAND
COWBOY 4 AND HORSE
GLADIATOR
KNIGHT TEMPLAR
VIKING HORSEMAN
WILLARD
ROBOT 2
FLADIMIR (GHOST KNIGHT)
NINJA NESTERENKO SISTER
VIKING HORSEMAN
HORSEMAN**

**TRSEARCH
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TRSEARCH
BACK TO BASICS 2011
BACK TO BASICS 2013
BACK TO BASICS 2014**

KNIGHT_TEMPLAR SLOT

**VIKING WITH SWORD
MONK WITH SWORD**

**BACK TO BASICS 2013
BACK TO BASICS 2014**

SAS SLOT

**CENTAUR MUTANT
ANTARCTICA GUNMAN WHITE RIFLE
BAD GRANDPA
COWBOY 1
FLAME THROWER GUY 1
SECURITY GUARD5 PISTOL
LARSON CONWAY
LONDON GUNMAN RIFLE
NINJA NESTERENKO SISTER
PIERRE DUPONT
RIG WORKER 1 WITH M16 RIFLE
RUSSIAN GANGSTER 2 TWO REVOLVER PISTOLS
RX TECH GUARD WITH PISTOL
TONY FIREHANDS
US RANGER
WOMAN ENEMY
MISTER T
SKATE KID
TERRORIST
MP GUARD WITH PISTOL
BARON SAMEDI FROM TR4 GOLD FADING LIGHT
TR5 GUIDE
TR3 GUIDE
LONDON GUNMAN RIFLE
KHMER SAS ENEMY**

TRSEARCH

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BACK TO BASICS 2007

BACK TO BASICS 2014

SCORPION SLOT

ANTARCTICA MONSTER
ARCTIC BEAR
BROWN BEAR
CYCLOPS LAVA
CYCLOPS ROCK
GIANT SPIDER
RAPTOR DINOSAUR
TALON MONSTER BLACK
TALON MONSTER GOLDEN
TR3 JUNGLE SNAKE
WERWOLF
YETI WHITE
GIANT MUTANT FROM TR1
GIANT SPIDER
RAPTOR DINOSAUR
VIKING TROLL
SHEVA SIX ARM STATUE ALIVE

TRSEARCH
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BACK TO BASICS 2008
BACK TO BASICS 2013
BACK TO BASICS 2014

SETHA SLOT

WINGED MUTANT
NATLA FLY
TRYSANASAUROS REX DINOSAUR
ATLANTER
CLOWN
TRYSANASAUROS REX DINOSAUR

TRSEARCH
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TRSEARCH
TRSEARCH
TRSEARCH
BACK TO BASICS 2008

SMALL_SCORPION SLOT

RATTLE SNAKE
SMALL RAPTOR DINOSAUR
IMP DEMON SMALLS
RAT
SMALL RAPTOR DINOSAUR
RAT
DWARF
PYTHON SNAKE

TRSEARCH
TRSEARCH
TRSEARCH
BACK TO BASICS 2007
BACK TO BASICS 2008
BACK TO BASICS 2010
BACK TO BASICS 2013
BACK TO BASICS 2014

SPHINX SLOT

BUFFALO

TRSEARCH

TROOPS SLOT

KURTIS
FRIENDLY SOLDIER
TERRORIST
SOLDIER WITH MP5 GUN

TRSEARCH
TRSEARCH
TRSEARCH
TRSEARCH

VON_CROY SLOT

INDIAN CHIEF GUIDE
KURTIS
VON CROY GUIDE
PRISONER

TRSEARCH
TRSEARCH
TRSEARCH
TRSEARCH

WILD BOAR SLOT

WOLF
ELEPHANT

BACK TO BASICS 2011
BACK TO BASICS 2014

