



Lara



Jeep



Von Croy MIP



Baddy2



Setha



Horseman



Scorpion



Crocodile



Sphinx



Sphinx MIP



Mutant



Horse



Guide MIP



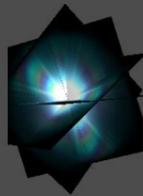
Demigod 1



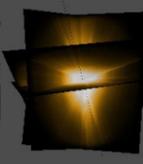
Demigod 3



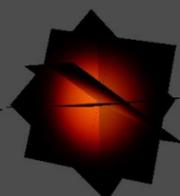
Wraith 1



Wraith 2



Wraith 3



Wraith 4



Dog



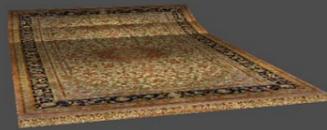
Mummy\_MIP



Little beetle



Jean Yves & Quest 6



SAS-Dragebloke



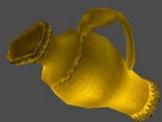
Ahmet MIP



Small Scorpion



Enemy Piece



Scales & Waterskins



Falling Ceiling



Falling Block



Smash-object 2



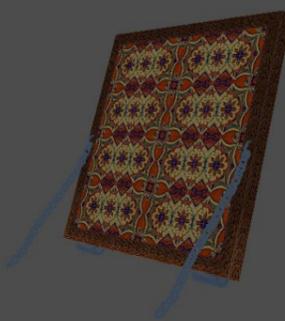
Trapdoor 1



Game Piece 1



Game Piece 2



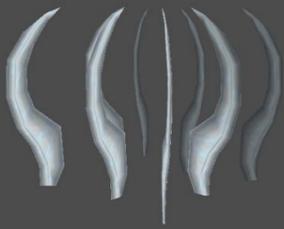
Floor Trapdoor 1



Ceiling Trapdoor 1



Rolling Ball



Teeth Spikes



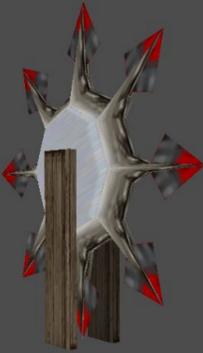
Stargate



Chain



Hammer



Cog



Pole



Raising Block 1



Raising Block 2



Squishy Block 1



Squishy Block 2



Pushable 1



Pushable 2



Pushable 3



Pushable 4



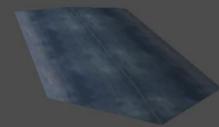
Pushable 5



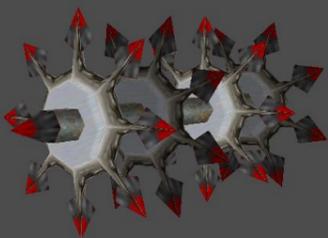
Catwalk Blade



Bird Blade



Moving Blade



Plinth Blade



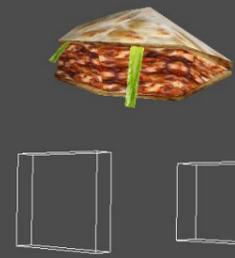
Puzzle 1



Puzzle 2



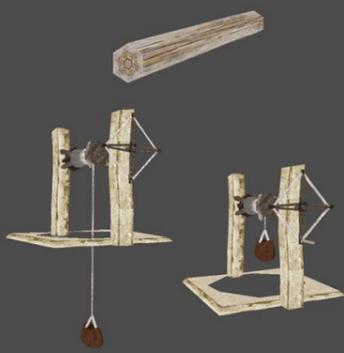
Puzzle 3



Puzzle 4



Puzzle 5



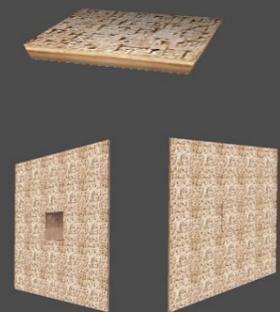
Puzzle 6



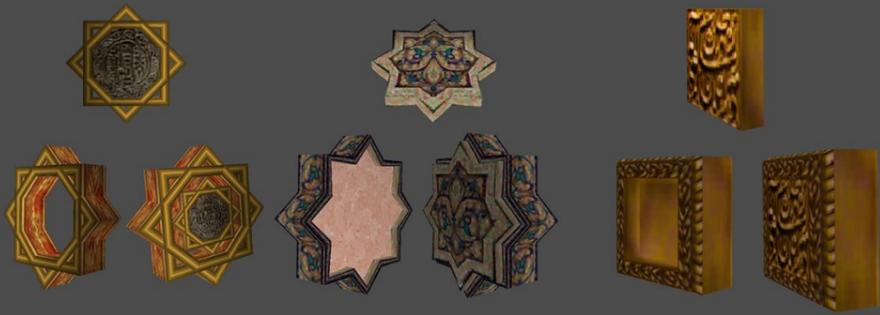
Puzzle 7



Puzzle 8



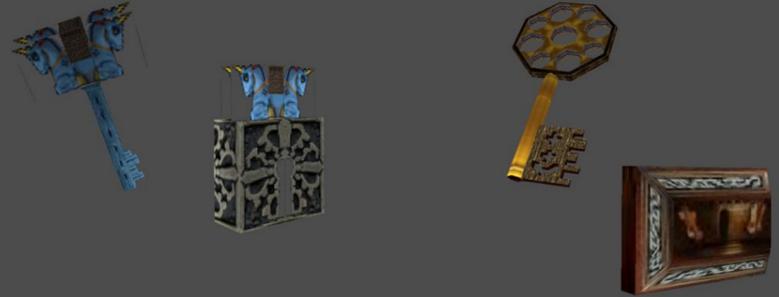
Puzzle 9



Puzzle 10

Puzzle 11

Puzzle 12



Key 1

Key 2



Key 3

Key 4

Key 5

Key 6

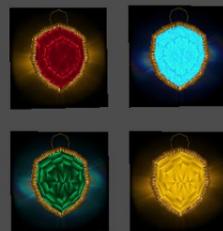
Key 7



Key 8



Key 9



Pickup Items 1 - 4



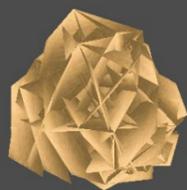
Examine 2

Examine3

Crowbar



Burning Torch



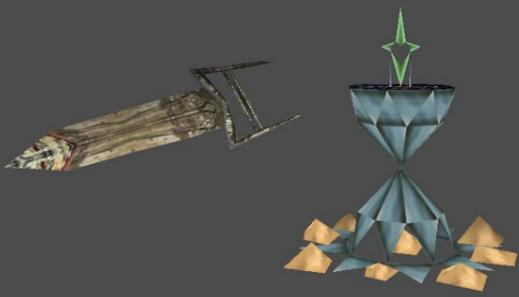
Quest Item 1



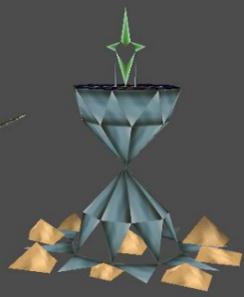
Quest Item 2



Quest Item 3



Quest Item 4

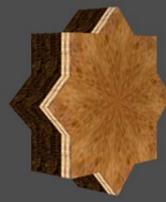


Quest Item 5

See  
Jean Yves  
item



Quest Item 6



Switch 1

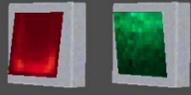


Switch 2

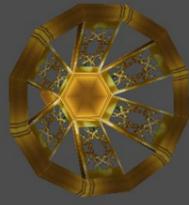
Switch 3



Switch 4



Switch 5



Switch 6



Switch 7



Switch 8



Underwater Switch 1



U/Water Switch 2



Lever Switch



Jump Switch



Crowbar Switch



Cog Switch



Door 1



Door 2



Door 3



Door 4



Door 5



Door 6



Door 7



Door 8



PushPullDoor 1



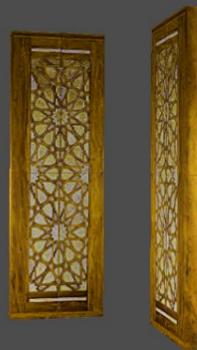
PushPullDoor 2



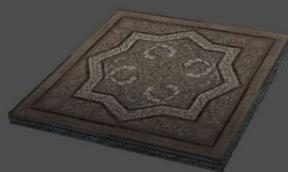
KickDoor 1



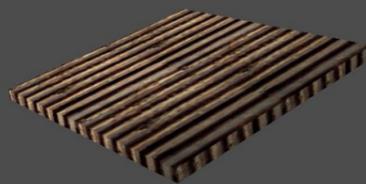
Pulley



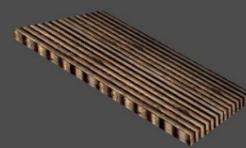
Double Doors



Bridge Flat



Bridge Tilt 1



Bridge Tilt 2



Planet effect



Horus Statue



Pistols



Uzis



Shotgun



Bow



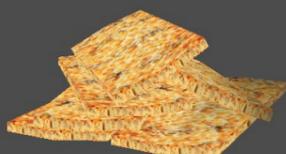
Grenade gun



Magnum



Big Medi



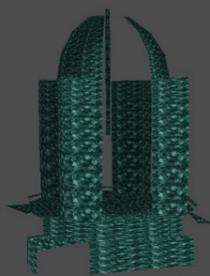
Small Medi



Spyglass



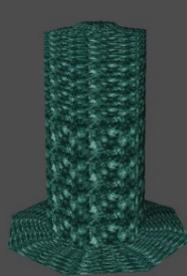
Flares



Waterfall 1



Waterfall 2



Waterfall 3



Animating 1



Animating 1MIP



Animating 2



Animating 2MIP



Animating 3



Animating 3MIP



Animating 4



Animating 4MIP



Animating 5



Animating 5MIP



Animating 6



Animating 6MIP



Animating 7



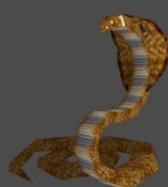
Animating 7MIP



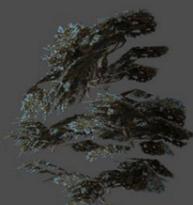
Animating 8



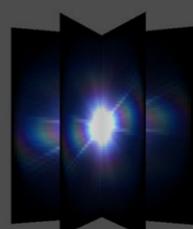
Animating 8MIP



Animating 9



Animating 9MIP



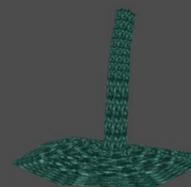
Animating 10



Animating 10MIP



Animating 11



Animating 11MIP



Animating 12



Animating 13



Animating 13MIP



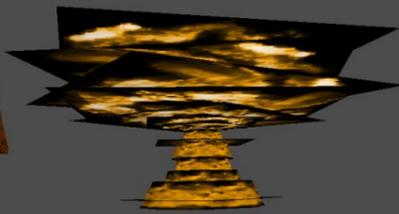
Animating 14



Animating 14 MIP



Animating 15



Animating 15MIP



Animating 16



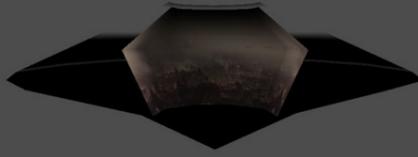
Animating 16MIP



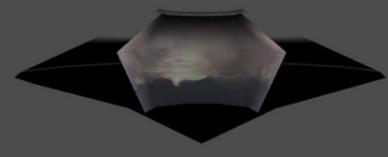
Horizon 0



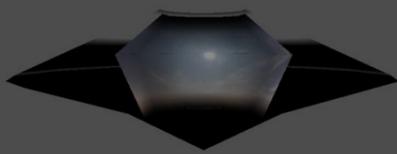
Horizon 1



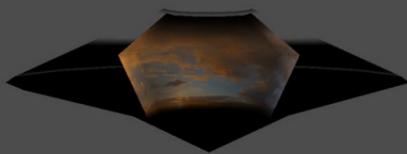
Horizon 2



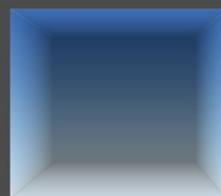
Horizon 3



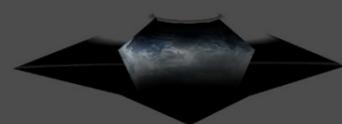
Horizon 4



Horizon 5



Horizon 6



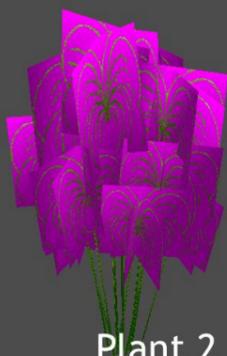
Horizon 7



Plant 0



Plant 1



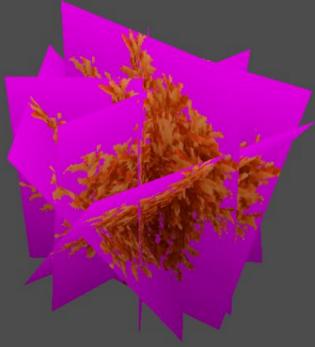
Plant 2



Plant 3



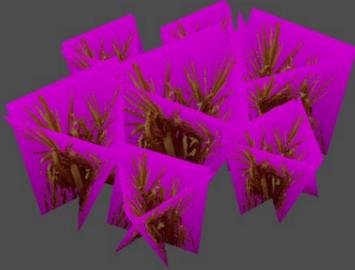
Plant 4



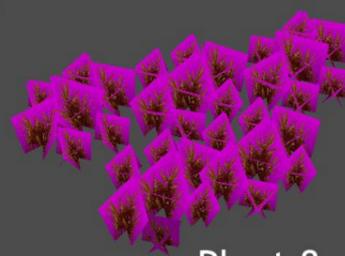
Plant 5



Plant 6



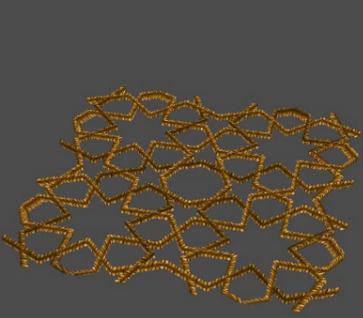
Plant 7



Plant 8



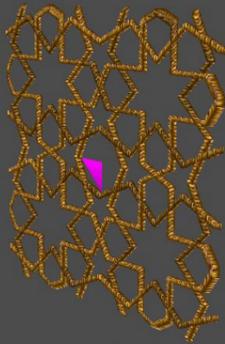
Plant 9



Furniture 0



Furniture 1



Furniture 2



Furniture 3



Furniture 4



Furniture 5



Furniture 6



Furniture 7



Furniture 8



Furniture 9



Rock 0



Rock 1



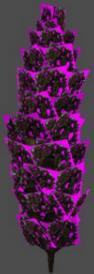
Rock 2



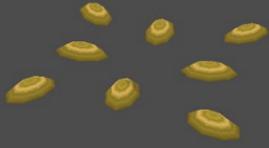
Rock 3



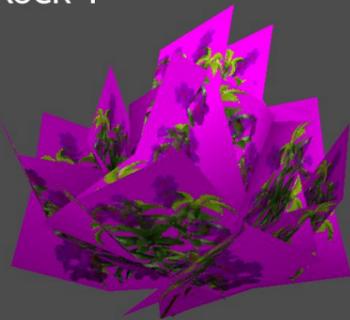
Rock 4



Rock 5



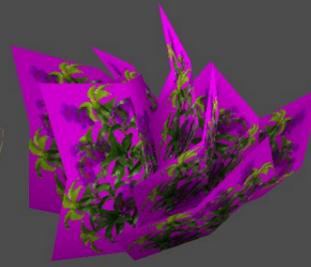
Rock 6



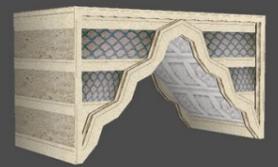
Rock 7



Rock 8



Rock 9



Architecture 0



Archi 1



Archi 2



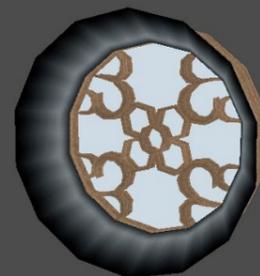
Archi 3



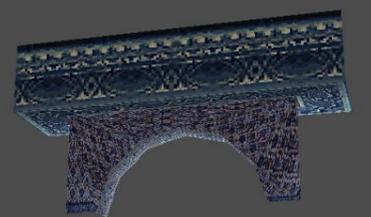
Archi 4



Archi 5



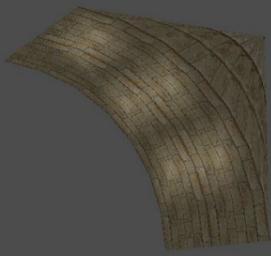
Archi 6



Archi 7



Archi 8



Archi 9



Debris 0



Debris 1



Debris 2



Debris 3



Debris 4



Debris 5



Debris 6



Debris 7



Debris 8



Debris 9



Shatter 0



Shatter 1



Shatter 2



Shatter 3



Shatter 4

Shatter 5



Shatter 6



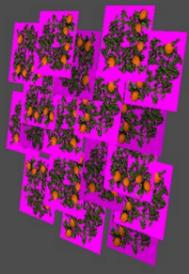
Shatter 7



Shatter 8



Shatter 9 (Shatter 6-9 NON SHATTER STATIC)



Extra 0



Extra 1



Extra 2



Extra 3



Extra 4



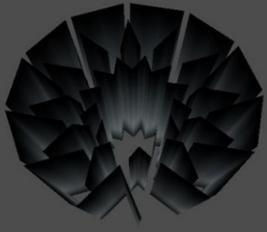
Extra 5



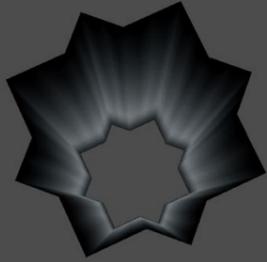
Extra 6



Extra 7



Extra 8



Extra 9



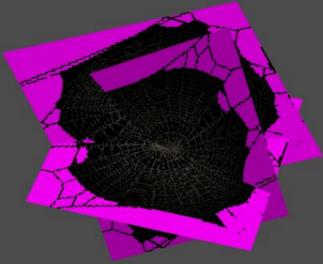
Extra 10



Extra 11



Extra 12



Extra 13



Extra 14



Extra 15



Extra 16



Extra 17



Extra 18



Extra 19



Extra 20



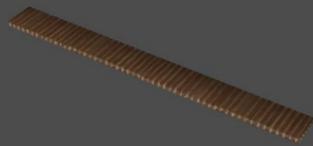
Extra 21



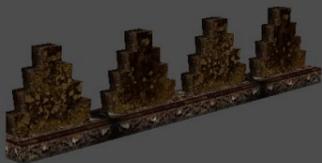
Extra 22



Extra 23



Extra 24



Extra 25



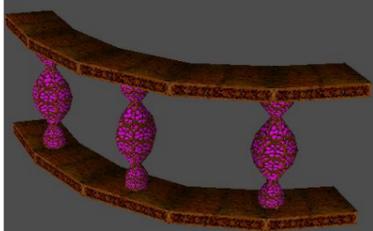
Extra 26



Extra 27



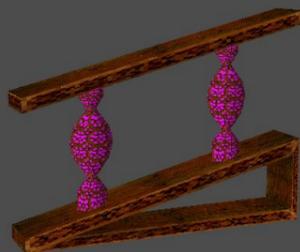
Extra 28



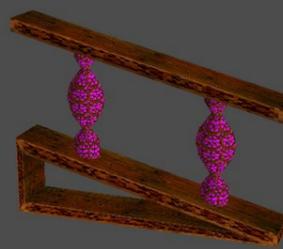
Extra 29



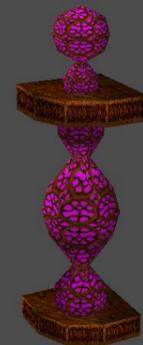
Extra 30



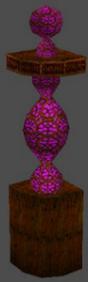
Extra 31



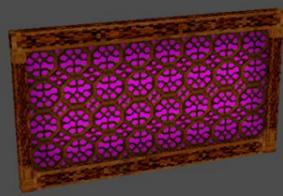
Extra 32



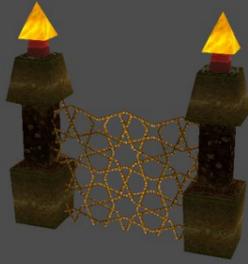
Extra 33



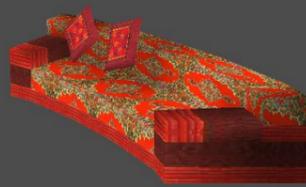
Extra 34



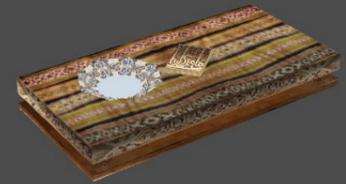
Extra 35



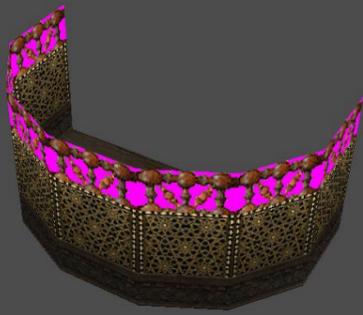
Extra 36



Extra 37



Extra 38



Extra 39



Extra 40



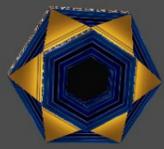
Extra 41



Extra 42



Extra 43



Extra 44



Extra 45



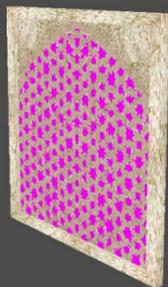
Extra 46



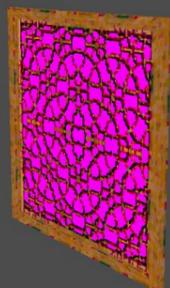
Extra 47



Extra 48



Extra 49



Extra 50



Extra 51



Extra 52



Extra 53



Extra 54



Extra 55



Extra 56



Extra 57



Extra 58



Extra 59



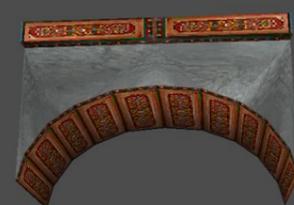
Extra 60



Extra 61



Extra 62



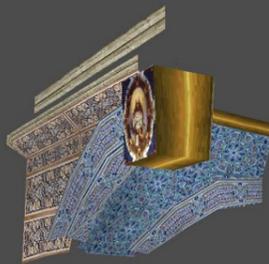
Extra 63



Extra 64



Extra 65



Extra 66



Extra 67



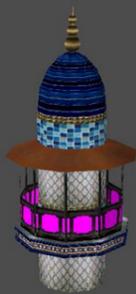
Extra 68



Extra 69



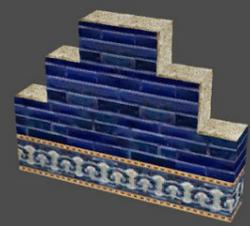
Extra 70



Extra 71



Extra 72



Extra 73



Extra 74



Extra 75



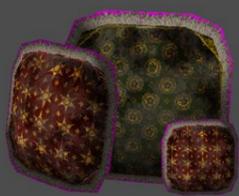
Extra 76



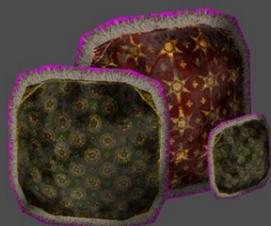
Extra 77



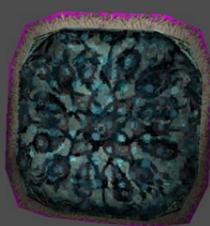
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Extra 79



Extra 80



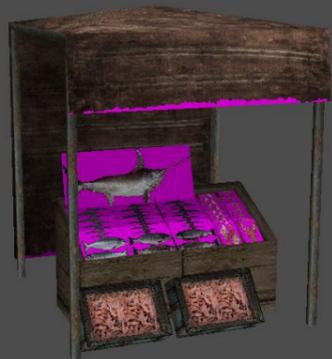
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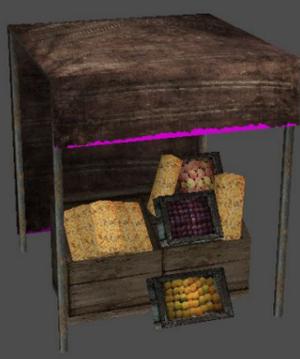
Extra 82



Extra 83



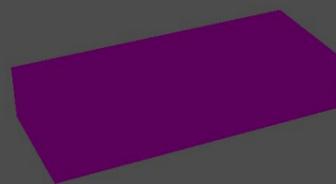
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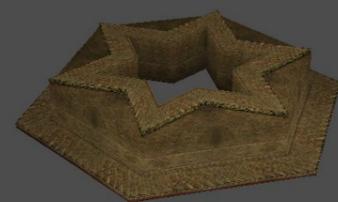
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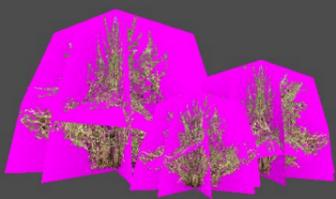
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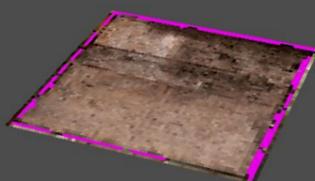
Extra 87



Extra 88



Extra 89



Extra 90



Extra 91



Extra 92



Extra 93



Extra 94



Extra 95



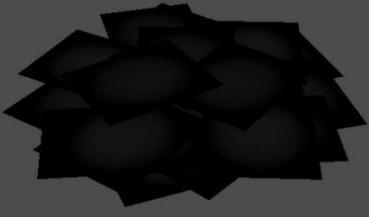
Extra 96



Extra 97



Extra 98



Extra 99