

FL2 audio

- 001: Extract of "Walk Through The Streets" performed by Bunk Johnsons Jazz Band
- 002: Belles Thief (Gold) by Eric Brosius
- 003: Troels Folmann, TR Anniversary, extract of Poseidon's Theme
- 004: Airtone1 Thief (Gold) by Eric Brosius
- 005: TR4 Secret (Core Design) Peter Connelly
- 006: Indiana Jones Infernal Machine Tension by Lucas arts
- 007: Spooky01 TR5 (Core Design) Peter Connelly
- 008: Where are my flairs TR5 (Core Design) Peter Connelly
- 009: Airtone2 Thief (Gold) by Eric Brosius
- 010: evibes01 TR5 (Core Design) Peter Connelly
- 011: Horror surprise TR3(Core Design) Glory of nature TR2 Nathan Mcree
- 012: Troels Folmann, TR Anniversary, extract of Peru - Waterfall Theme
- 013: Awesome TR2 by Nathan Mcree
- 014: Unbelievable TR2 by Nathan Mcree
- 015: American conquest GSC Game world - extract of French theme
- 016: Lara TR2 Nathan Mcree
- 017: Enemy spotted TR2 Nathan Mcree
- 018: Troels Folmann, TR Anniversary, extract of Bonus Material - Greece Suite
- 019: Heavy Metal FAKK2 peaceful
- 020: Indiana Jones Infernal Machine Surprisechord by Lucas arts
- 021: Indiana Jones Infernal Machine Danger1 by Lucas arts
- 022: Indiana Jones Infernal Machine Danger2 by Lucas arts
- 023: Indiana Jones Infernal Machine Danger3 by Lucas arts
- 024: Indiana Jones Infernal Machine Eerir1 by Lucas arts
- 025: Indiana Jones Infernal Machine Eerir2 by Lucas arts
- 026: Indiana Jones Infernal Machine Magic1 by Lucas arts
- 027: teotihuacan iris sunlight by Lucas arts
- 028: Airtone3 Thief (Gold) by Eric Brosius
- 029: Proceed with caution TR2 Nathan Mcree
- 030: NWN Boss fight by Atari
- 031: Indiana Jones Infernal Machine Tension by Lucas arts
- 032: Extract of Run Man Run (Titoli di testa) by ennio morricone
- 033: Fading light theme by Michum
- 034: Airtone6 Thief (Gold) by Eric Brosius
- 035: La Missione San Antonio by ennio morricone
- 036: Extract of grim fandango- rubacava by Peter McConnell Lucas arts
- 037: Extract of The Overlook Manor from Thief DS by Eric Brosius
- 038: L.A. Noire, extract of Noire Clarinet (loop for club)
- 039: Extract of Tin Roof Blues performed by Abbi Hübner
- 040: Classical Film Noir Themes by unknown Danger looming soundtrack
- 041: Classical Film Noir Themes Royalty Free Stock Music Creepy
- 042: Classical Film Noir Themes Royalty Free Stock Music Reward
- 043: Classical Film Noir Themes Royalty Free Stock Music Creepy/ Danger
- 044: Classical Film Noir Themes Royalty Free Stock Music Flyby
- 045: Classical Film Noir Themes Royalty Free Stock Music Flyby Mystical
- 046: Extract of The Pearls by 10th Avenue Jazz Band
- 047: Troels Folmann, TR Anniversary, Torso Boss theme
- 048: Extract of When You And I Where Young Maggie performed by Delta Jazz Band

049: No Waiting Around, TR3 Nathan Mcree
050: There Be Butterflies Here, TR3 Nathan Mcree
051: Mystery audio TR3 Nathan Mcree
052: Native drums audio TR3 Nathan Mcree
053: Airtone audio mix Thief (Gold) by Eric Brosius
054: Gong Nathan Mcree
055: Keep Your Balance TR2 Nathan Mcree
056: look out TR2 Nathan Mcree
057: The Temple of Xian Nathan Mcree
058: More Baddies TR2 Nathan Mcree
059: Miscellaneous Sting 7, TR5 Peter Connelly (Ghostly)
060: The Great wall TR2 Nathan Mcree
061: Time to hide TR2 Nathan Mcree
062: Haunt Join us voice Thief (Gold) by Eric Brosius
063: Haunt whispers voice Thief (Gold) by Eric Brosius
064: Extract of mus_bat_endboss Neverwinter nights by Bioware
065: American conquest GSC Game world - extract from Dutch theme
066: appdie sound Thief (Gold) by Eric Brosius by Eric Brosius
067: Bell toll sound Thief (Gold) by Eric Brosius by Eric Brosius
068: m17bells sound Thief (Gold) by Eric Brosius by Eric Brosius
069: HH1A3__4 sound Thief (Gold) by Eric Brosius by Eric Brosius
070: VNEEDYOU ghostly voice Thief (Gold) by Eric Brosius
071: Vikig4 Viktoria laughing Thief (Gold) by Eric Brosius
072: Bb1die_1 Bug beast die Thief (Gold) by Eric Brosius
073: Tense Zombie moan btrem2 Thief (Gold) by Eric Brosius
074: Echo bell sound (Gulliver level) choirLo Thief (Gold) by Eric Brosius
075: various ghostly haunts & zombie moans. Thief (Gold) by Eric Brosius
076: Surprise cord Thief (Gold) by Eric Brosius
077: Extract from Neverwinter nights Fireplane Bioware
078: Extract of Echo bell sound choirLo Thief (Gold) by Eric Brosius
079: Belles Thief (Gold) by Eric Brosius
080: Modified TR3 loop, core designNathan Mcree
081: Extracts from Thief by Eric Brosius
082: TR3 Nevada loop by Core Design. Nathan Mcree
083: Extracts of Down the bonehorde from Thief by Eric Brosius
084: Outlaws music (The Mine) by Clint Bajakian
085: Puffy sound Thief (Gold) by Eric Brosius by Eric Brosius
086: Drip6 sound Thief (Gold) by Eric Brosius by Eric Brosius
087: THUD1 sound Thief (Gold) by Eric Brosius by Eric Brosius
088: Cossacks Battle flyby Showdown
089: Extract of Outlaws music (Sanchez the outlaw) by Clint Bajakian
090: wind sounds from Thief (Gold) by Eric Brosius by Eric Brosius
091: unknown water flush audio
092: TR3 The puzzle element by Nathan Mcree
093: TR3 Mind the gap part2 by Nathan Mcree
094: TR3 Danger/ trap audio by Nathan Mcree
095: Classic TR1 - 3 Cistern/sewers loop by Nathan Mcree
096: Troels Folmann, TR Anniversary,- T-Rex Theme [Extended]
097: TR4 Tomb of Seth audio loop Peter Connelly
098: Extract of "Tiger rag" by Preservation Hall Jazz band - track used for jeep

099: m17bells2 Thief (Gold) by Eric Brosius by Eric Brosius
 100: Part of the title soundtrack from Gun (video game) by Neversoft.
 101: Classic TR1/2 Chambers Nathan Mcree
 102: extract of rdr Ride to fort mercer by Rockstar games
 103: Classic TR3 Jungle loop core designNathan Mcree
 104: Classic TR2/3 The Dragon loop Nathan Mcree
 105: The Overlook Manor loop from Thief DS by Eric Brosius
 106: Extract of rutherford-castle by Eric Brosius
 107: Classic TR3 coastal island loop Nathan Mcree
 108: unknown swamp audio with owl and frog tracks customised by cowboy
 109: Extract of Shalebridge Cradle by Eric Brosius
 110: Modified TR3 loop, core designNathan Mcree – copy of 80, needed for jeep exit
 111: TR5 xa16_A_Underwater loop Peter Connelly
 112: Maya Indians American Conquest GSC Game world
 113: Classic TR3 loop, core designNathan Mcree with additional customised audio from unknown source.
 114: Plane of fire Neverwinter nights by Bioware
 115: 018: Heavy Metal FAKK2 peaceful Cemetery of the We
 116: Wilhelm scream
 117: Harpoon sound TR3
 118: Ocean sound mix (recorded by Mike Koenig) with TR2 Tibetan foothills loop by Core design
 119: TR4 (Core Design) Tomb of Seth loop
 120: Heavy Metal FAKK2 audio extract

Cutscene speech

121: Intro cutscene
 122: Mission end Lara
 123: Lara meets the priestess
 124: Lara meets Cpt. Graves
 125: Lara meets Ghost Col.
 126: Milady Dominique
 127: Betrayed pt1 (with extracts of Grim Fandango- 'rubacava', 'EGzap' sfx- thief dark project & 'mus_x2draco' Neverwinter nights2)
 128: Betrayed pt2 (with extracts of 'Great wall'- Nathan Mcree & 'Tin Roof Blues'- Abbi Hübner)
 129: Long way down
 130: Fountain of youth with Poseidon's Theme(extracts of Troels Folmann, TR Anniversary.)
 131: Cap.Graves Godspeed
 132: Lar vs Blackbeard (extracts from Cossacks European wars by GSC game world.)
 133: Cap dead
 134: Cap alive
 135: Epilogue
 136: Unsafe floor
 137: New boat
 138: Needed for later
 139: Must get past +11
 140: Must find air +30