

ABANDONED THEATER

A level builded from scratch by José for BtB 2010

This level is not made and is not supported by Core Design ltd and Eidos Interactive.

INNITIAL COMMENTS

Well, this is my first (and perhaps the last) level so, don't you expect too much. I'm a walkthrough writer from years ago and I only wanted to know what a builder feels when building a level and all the work the builder got to give us some fun. I've tryed to avoid all the features I didn't like when playing another hundreds of levels from another authors so: no difficult tasks, no impossible timed runs, no hours running around and around looking for something, no very well hidden switches, no extremely dark areas where you can see nothing... Although it's a half-lineal level, I think it's a level for everybody and a level to enjoy, but you'll have to explore a bit and think about the puzzles so, perhaps you can get stucked...

If you play it please, review it in <http://www.trle.net>

STORY

An unusual walk through the district of Cannaregio to discover the “darkest” side of the venetian tradition. In its long history, the city hides plenty of legends, traditions and hidden facts that this small tour for BtB 2010 allows you to discover: ghost stories, mysterious homicides, quarrels between angels and demons develops in an evocative way in your imagination, leaving you in the middle of a enchanting fairy tale!

Venice by night is a romantic and misterious place. This tour of venice features an itinerary that will take you on a journey through the hidden Venice where you will not only hear intriguing stories that will bring a chill to the night's air, but you'll also be entertained solving the mistery of the Abandoned Theater.

This time, the Mayor of Venice have called Lara because strange deaths are occurring near an abandoned theater in the district of Cannaregio. Neighbors no longer leave their homes, and mafia gangs rampant in the neighborhood of this damn theater. Lara goes to see what happens ...

SECRETS

There are 5 (five) secrets to find. If you want to dispose of more weapons than the uzis (and the revolver at the very end) and more ammo, you must find some secrets. There is no need to find the secrets to deal with the enemies though, cause there are not many enemies in the level (I've got problems with the excessive moveables and my game crashed so, I had to delete many items). Secrets are well hidden, but sometimes you've got a small hint so you can discover them.

BUGS

It's my first level, so you can find some small defects in certain areas, but I think they are not really bugs which take influence in the normal gameplay.

Even so, I have to say that in the grey building where the rose is, if you fall from one of the two breakable tiles you'll have to reload an old savegame.

I've got many problems with the textures, over all in big triangular surfaces (roofs) and over the doors (the lines to segment the walls didn't appear) so don't you take much notice in this zones.

Rooms are not very well lightened, but I did it the best I could. At least the level is not black and you can see where you're going.

There's a simple wall where you can take a lot of damage if you approach. I expect you can't find it...

Some camera targets work even if you step over the trigger tiles for a second or a third time. I've placed "One shot" in all them but still don't work. I don't know what's the reason for this.

There's a place where you must shimmy to reach a ladder. If Lara refuses to shimmy more to can grab the ladder, try to grab the crack in another place (a bit left or right) and the problem is solved.

It can happens that Lara get problems to pick up the lasersight. If so, turn her a bit with the left or right arrow keys and she'll get it.

CREDITS

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And all others I can't remember at this moment. Please, if I forgot someone, let me know and I'll modify this readme file. Sorry.

To the webs:

<http://www.trle.net> (of course)

<http://www.skribblerz.com>

and

<http://www.tomb-raider-editor.com>

for the fantastic tutorials you can find there to learn a lot of things about the editor and how to build (specially thanks to GMac).