Planet of the Ancients II – Escape from Sirius V.

This level is the second part of the three part 'Star Wads' trilogy.

It is worth properly reading this manual in order to get the best out of this game. Please read it.

IMPORTANT: A note about Distance Fog

This level uses the distance fog effect due to the large ooutdoor scenarios. **Volumetric Effects must be switched OFF** in Tomb Raider set up or this effect will not work and the level will look terrible and be plagued by pop-up and visible polygon redraw.

For Mac users *and* PC users who have older video cards which don't properly support the distance fog effect (sometimes after reloading a saved game the distance fog effect disappears although it is there when level started) there is an alternative download which uses a different horizon and does not require the distance fog effect.

The alternative download is available here.

http://www.homepage.mac.com/uvavoo/POAIImac.zip

Installation Instructions

Please follow the diagram (right) to install the level.

Permissions

All objects created by me in this level may be freely used in any other level without permission although a small credit would be nice.

This game may be hosted by anyone without permission provided it is supplied in the same form as supplied here along with this document.

Feedback

I would be very grateful if you would report any bugs or problems directly to me as soon as possible. Or any other feedback would be appreciated. You can email me at
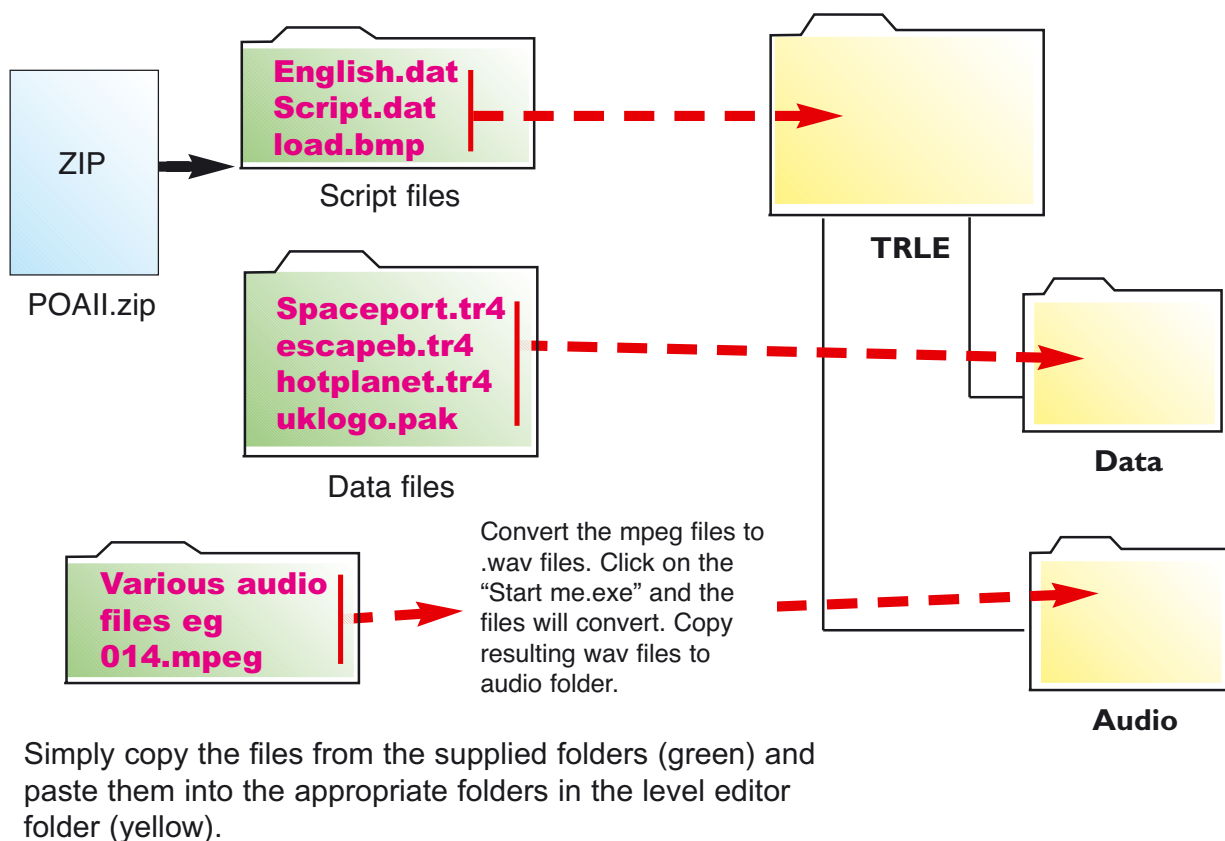
Richard@Spellman.co.uk

or

uvavoo@mac.com

If you have enjoyed this game (or not) please submit a review to TRLE.net (Michael Prager's site) or for German speakers at laraslevelbase.org.

Installation of Planet of the Ancients II.

ZIP

POAII.zip

English.dat
Script.dat
load.bmp

Script files

TRLE

Spaceport.tr4
escapeb.tr4
hotplanet.tr4
uklogo.pak

Data files

Data

Various audio files eg 014.mpeg

Convert the mpeg files to .wav files. Click on the "Start me.exe" and the files will convert. Copy resulting wav files to audio folder.

Audio

Simply copy the files from the supplied folders (green) and paste them into the appropriate folders in the level editor folder (yellow).

Mac Users

The Mac version is supplied in .TOM format. You will need to drag and drop spaceport.tom, escapeb.tom and hotplanet.tom onto the tom2pc icon to create the .tr4 data files. Copy all audio files and rename from .mpeg to .wav (no need to convert to wav). Copy the english.dat, script.dat and load.bmp into the Level Editor root folder. Copy the uklogo.pak to the Data folder. Copy the files from to Sound samples to the Sound/Samples folder. These instructions also apply to PC users using this version of the game. PC users will have to convert the mpeg3 audio to .wav audio.

This level was created by Richard Szydelko (uvavoo).

History

Space travel had advanced little in the dawn of the 21st century. That is until an ancient artefact was discovered in the barren wastelands of Antarctica.

Lara Croft had discovered this strange glowing artefact together with an ancient stone tablet. Engraved on the tablet was some strange alien text, never before seen on Earth. After many months of translation the basic meaning was discovered. It read: This object has great power. Use it wisely. Much of the rest of the translation is incomplete, but it was something about Time Scrolls and there was much reference to Sirius, the closest star to our sun.

After much research into the strange object it was found indeed to contain great power and from this the first Star Drive was developed. Not only that, it was found that Crystalline structure of the object could be split into two parts and these two parts would grow to the size of the original, making it possible to create an infinite number of these objects. Thus interstellar travel was born.

The big question was "was there life out there?".

The first mission was to the nearest star Sirius (by this time the scrolls of time had been largely forgotten about). Amazingly the fifth planet (sirius V) had been inhabited many thousands of years ago, but the population had left or had died out.

Sirius V was gradually loosing its atmosphere (it's predicted that it will not support life in a matter of 300 or so years).

A few research establishments as well as military bases had sprung up on Sirius V after the spaceport was built. Mining vessels and interstallar freight cruisers were the usual visitors. A railway runs between these installations and the spaceport. A recent addition was the huge radar installation It is rumoured that it was set up to monitor mysterious 'alien craft' which had suddenly started to appear.

It is said that buildings and underground chambers were built by the ancient peoples who dwelled there. It is also said that they are dangerous places to set foot in as they are booby trapped. Sirius V has been nicknamed 'Planet of the Ancients.,

The Scrolls of Time have been forgotten about, except by a few people.... Miss Lara Croft being one of them.

The Story so Far as seen in Planet of the Ancients
The scenario (the not too distant future)!

Lara in search of the fabled 'Scrolls of Time' stows away on board the intergalactic space vessel 'Lucky Lucy' captained by the the evil Admiral Kerk. On being discovered she manages to escape in an escape pod and crash lands on the nearby planet Sirius V, the Planet of the Ancients where it is said vital clues exist to discover the 'Scrolls of Time'. She has to beat Admiral Kerk to the clues.

If you wish to download this level before starting Planet of the Ancients II – Escape from Sirius V, see below for download links.
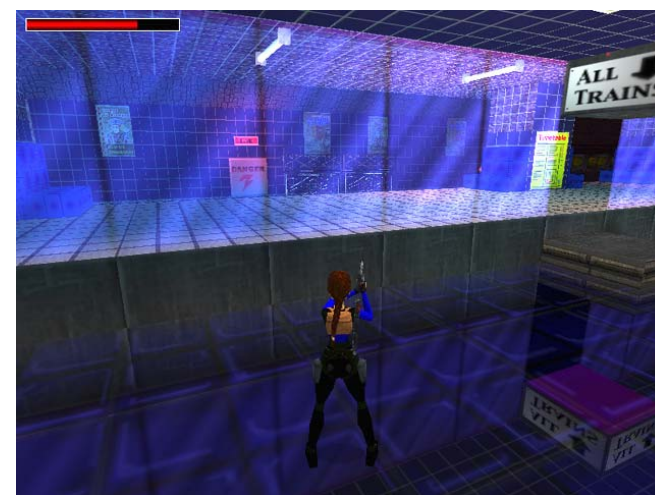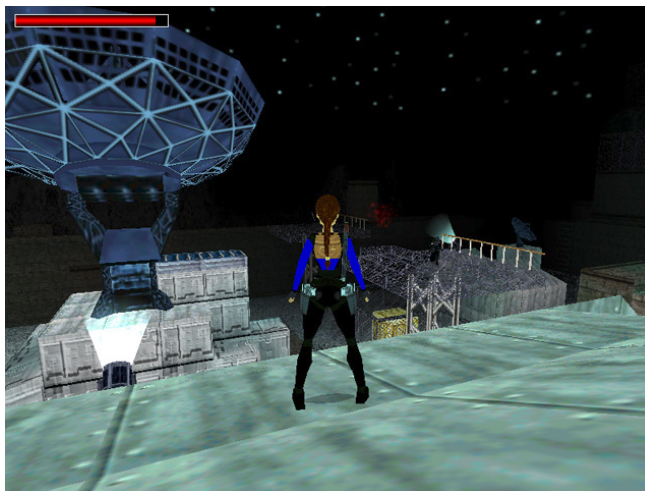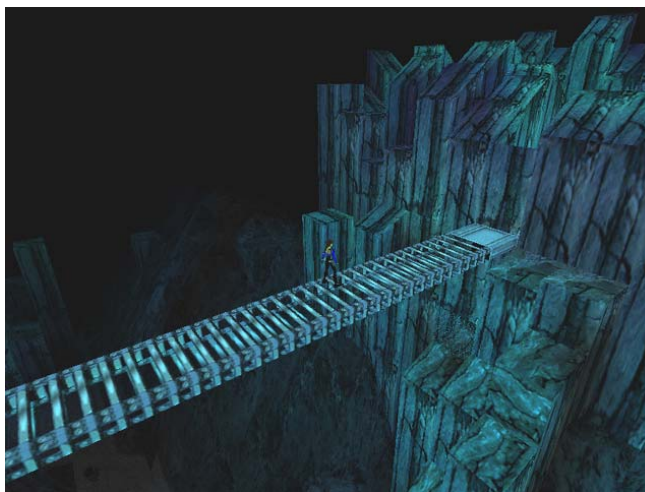
Screenshots illustrated on this page are from the original Planet of the Ancients level.

If you haven't already played **Planet of the Ancients I,** you can download it here.

http://homepage.mac.com/uvavoo/planetthumb.html

A smaller download with mpeg3 audio is available here for modem users.

*http://www.tro-online.com/cdn-177.html*

The Adventure Continues....

Lara emerges from the railway tunnel on a cold, misty morning. She crosses the man-made railway bridge over 'Clear Lake' one of the few sources of water on Sirius V. The huge space vessel 'Lucky Lucy' rumbles past overhead, the same ship she escaped from.
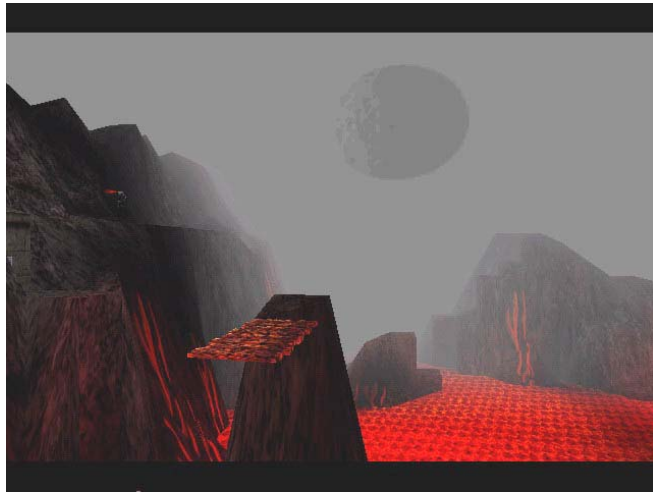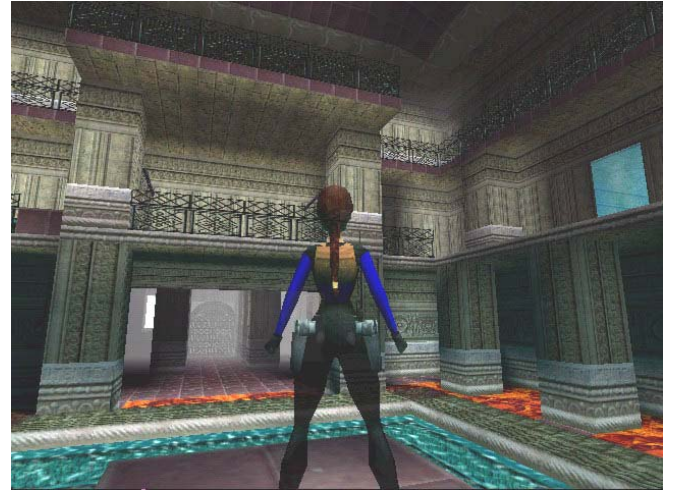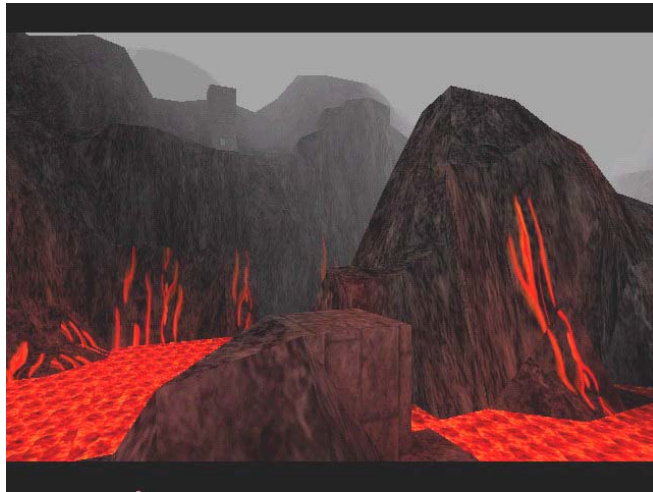
It seems that Captain Kerk is coming in to land at the Spaceport. The race is on to find the clues as to the whereabouts of the Scrolls of Time.

The Adventure Continues.....
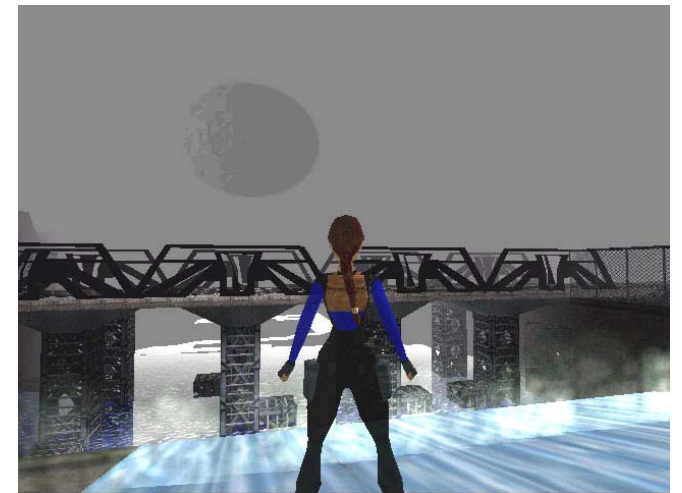
Screenshots illustrated on this page are from Planet of the Ancients II – Escape from Sirius V.

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Credits

See below. Note: reading the credits before playing may spoil a few surprises in the level. That is why it is upside down.

Finally thanks for downloading this level and I hope you enjoy it. As mentioned earlier, any feedback is welcome (good or bad) as well as any bug reports.
If you get stuck please feel free to e-mail also.

richard@spellman.co.uk

or

uvavoo@mac.com

e-mail is checked on a regular basis so response should be quick.

About this level

This level is one main level (split into two due to size) and one short sub-level. There are 8 secrets to be found (none in the sub-level). A full walkthrough has been written and will be shortly available. Look on the forums at TRLE.net for further updates and information.

Credits

I would like to thank the following people:

R2D2 mesh	Billy Champion
Borg troops	Cornchild
Startrek Outfit	Unknown (please let me know)
Landspeeder mesh	Luke Szydelko
Tie Fighter mesh	Luke Szydelko
"Lucky Lucy" Spacecraft	Luke Szydelko
Mutant fish	Tomo

Many thanks to my son Luke (15) who also contributed many of the static meshes in the level. All meshes were textured and animated by myself.

All likenesses to Star Wars objects © Lucasfilms.

Thanks to the following forums;
TRLE.net
Tombraiderforums.com
Laras Home.com
forums Eidosgames.com
If I have omitted anyone, please feel free to contact me at uvavoo@mac.com or richard@spellman.co.uk so that I may amend this document.

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