

Planet of the Ancients III

Planet of the Ancients III continues the Planet of the Ancient Trilogy. For those who have played Planet II, you will remember Lara being transported into the large alien saucer. This adventure picks up where that left off.

TECHNICAL NOTES

THIS GAME MUST BE PLAYED WITH VOLUMETRIC EFFECTS SWITCHED OFF

MEDIA

This game includes real FMV video and media. In order to view the media IN-GAME, TRLevel Manager Must be used.

http://www.trlevelmanager.it/index_eng.htm

For Mac users or those who cannot use Level Manager for one reason or another. The media has also been put online and is available at:

<http://www.homepage.mac.com/uvavoo/media1.html>

IMPORTANT, BEFORE DOING ANYTHING, BACKUP ANY FILES YOU WISH TO KEEP FROM THE LEVEL EDITOR FOLDER

USING LEVEL MANAGER

1. After installation, open up the program.
2. Go to the menu item PREFERENCES.
3. It is necessary to tell the Level manager where the Level Editor folder is. Use the browse button to find it. No need to change any other settings. OK when happy with your selection
4. The rest is easy. Click on the menu item LEVELS/Add new level.
5. Simply click on the Add from file button and locate the Pota3.zip file.
6. Click on the DONE button when you are happy with your selected file.
7. Level Manager will now be active for a minute or two as it converts mp3 files to wav and moves all relevant files to your Level Editor folder, just wait while it does this.
8. When it is done, simply click on the PLAY button to start Planet of the Ancients III complete with Video and Media.

CONVERT MP3 TO WAV

If you do not use Level Manager you must convert the MP3 Audio files to WAV files before playing using the start_me.exe (madplay) which is included in the Audio folder.

Mac users can simply rename the suffix .mp3 to .wav and the audio should play ok or use a suitable converter.

ANOTHER NEW FEATURE

A great idea suggested by rjb has been introduced into this game.

Namely the 'Magic Square'. It works as follows. If you die(!) and reload you will notice the LOAD screen. If you can find the square on which the camera is placed to take this load screen you will hear a fanfare and be rewarded by several gifts appearing at your feet. Well worth the effort in terms of prizes, and hopefully an added bit of fun. [To add to the mystery, we'll find that the 'Magic Square collection' is rendered invisible in the inventory (but still added to our tally!) when collected.]

About Planet of the Ancients III

Planet of the Ancients III by Richard Szydelko/Uvavoo (with a little help from his friends)

This game is an attempt to 'push the boundaries' a little of the quirky level editor that we have come to know and love - and in the case of builders, to become frustrated by at times.

After many months of exhaustive testing and retesting there are still things that seem to defy this builder's best intentions. The original intended date for publication of this game was March 2005! That you are only seeing this game now is because, like Topsy, she (the game) just grew and grew. (If you work with computers you will know this feeling.)

After all these months (almost a year now) there are still a few things that defy this builder's abilities to make exactly as he would like. It is now time to release the game to the unsuspecting TR community, though, so I must tell you of a couple of important items in advance.

Firstly, and most importantly, I have tried to add several pieces of media to the game that I believe add greatly to the atmosphere. Unfortunately, I can only find one method by which these can be played, which is by using the launch program Level Manager. (For those of you who use this program already to play their custom levels, you will wonder what all the fuss is about.)

[And if any technical person can help with alternative ways of presenting these pieces of media I would be most grateful if you could contact me about this for future games.]

The game, with media, has been tested on PCs that use both Win98 and WinXP (also on laptops for XP). All works well, provided Level Manager is used to launch the game. For those who are unable to use Level Manager, for whatever reason (and I include those others who are beloved Mac users, alas), then you will find several points in the game (in levels 1, 5 and 6) where it is necessary to exit the game temporarily, in order to play the media as intended, in the right places.

I am most anxious to find out what people think about this arrangement. Obviously it is not ideal to exit a game at any time if it can be avoided, but I have been persuaded by one of my testers that this awkwardness is preferable to missing out all the media completely and, failing some technical innovation, that would seem to be the only alternative. I hope you agree, when you see what is available, but I would like to know players' thoughts on this, so can you please e-mail me (see below) to let me know your views. (Is it worth all the trouble, in other words?)

I hope you enjoy the game, where all those who have contributed have done so because they wish to provide a service free-of-charge to others. I assure you that much time has been spent in bringing this to you, and not just by me.

Final important note: if your computer needs some "warm up time" before your Windows Media Player (or whatever you use for media) will operate for the first time (most likely with machines with low RAM or that use older versions of Windows), then I strongly recommend that you run Windows Media Player at least once before you start the game, especially if you are playing or about to play levels 1, 5 or 6. Otherwise your first in-game wmv may take a lo-o-ong time to start.

Secrets: There are 10 secrets in all, 5 of which (one per level) are UVAVOO! crystals. Collect all 5 of these and a player will be able to enter level 6, the Bonus Level.

Other suggestions: Occasionally a quietly pulsing light may be visible; this is a hint that that location contains the next (or almost the next) thing to do. Try to conserve ammo - the early pickups with few adversaries are not accidental.

ENJOY

I welcome any feedback or comments, particularly with reference to the Media and Video.

You can contact me at:

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