

English

MAYA LEGENDS – PART I MAYAN REMAINS

**by „die Basis“
The search begins...**



Story:

In Maya Legends, Lara is searching for an ancient book of the Mayas in which all cures for the worst diseases of mankind can be found. It is said to be hidden in a temple in the valley of the sun temple. In the first part, Lara is searching for the way to the sun temple. Of course, the pharmaceutical companies of this world are also seeking for that book. They have built cabins in the jungle and sent out bad guys to search for the entrance to the valley of the sun temple.

Installation instructions:

- 1) Extract all the files to a temp folder.
- 2) Copy the audio files to the trle audio folder.
- 3) Copy the samples files to the trle sound/samples folder.
- 4) Copy the TR4 file to trle data folder.
- 5) Copy the two script files to trle folder root.

6) Enjoy the game !

Notes:

- 1) There are three secrets to find (3 golden skulls).
- 2) Please, don't shoot at the prisoner, otherwise he can't help you and you will be stuck!

Credits:

Special thanks for objects and animations go to:

Po Yu for the beautiful Lara Pacific Remake Outfit and TR III weapons and ammo.

Rainbow for the Save and Load Crystals.

Baddy for the two baddies (armymen), the prisoner and the helicopter.

Michiel for the flaming skull and the underwater switch.

Golden Dawn for the lynx and the damaged lion statue.

Timmie Croft for the knife and knife animation.

Jliboy for the skull pole.

TRANGEL for some TRLegend objects.

Tombcool for a TRLegend Texture.

the builder of the snake head.

....and all others I have forgotten.

Many thanks to my testers who helped me a lot and gave me useful hints, discovered errors and suggested improvements:

Zickenalarm, Micky, Eva, Masha, Biblos and Laraforever

Many thanks also to Spongebob who repaired the animation with Lara and the waterskin.

Thanks to Christoph who taught me many things with the Level Editor and encouraged me to finish that level.

Disclaimer:

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