

# THE AYMARA TALISMAN - README

by zip\_1

## - Note for those who cannot await to start playing immediately...

- If you use the Levelmanager, please copy the tomb4.exe file manually because old Levelmanager-versions don't do that automatically.
- With the use of the patched and extended size of the tomb4.exe this level is not playable for MAC-users - Sorry!
- Please read the manual in the audio-folder carefully and then start the start\_me.exe once.

## - Story

Lara is searching for a talisman in a ruin of the indigenous Aymara in Bolivia. According to a legend the artifact is made of pure gold and is decorated with a big ruby. Because of the extraordinary value of this treasure some other heavily armed archaeologists have already encamped in front of the ancient temple. Furthermore, our heroine has to fight against evil natives and bloodthirsty, never-seen monsters and creatures...

## - Secrets

In „The Aymara Talisman“ there are 7 secrets hidden in the three level parts. They can appear as extraitems or weapons.

## - Installation

To get a detailed manual how to install levels built by the official and the unofficial editor, please click [here](#). (english and german)

## - Website

For more information, screenshots and wallpapers around „The Aymara Talisman“ please visit the official website: <http://www.aymaratalisman.eu.tt>!

## - Musictracks

All musictracks found in the audio-folder are from the official Tomb Raider games I-Anniversary.

## - Programs used

To build up the WADs and texturesets I used the programs „WADmerger“, „Tbuilder“ and „Strpix“ which can be downloaded free from Lara's Levelbase Stuff-Area. The tomb4.exe was modified with „Tomb Raider Engine Patcher“ by Pyuaumch.

## - Testers

The voluntary testers Laraboy, Markus and Piper found many bugs and gave me some tips to make „The Aymara Talisman“ looking a bit better. Thanks!

**- Credits**

- **Objects:** Michiel, Baddy, TifaNazah, Danilo, Golden Dawn, cornchild, Trinity, maax\_87, Spongebob, teme9, Girt by Sea, Piega, D. Jackson, Sheevah, Wizzkiddo, Miss Kroft, ayal91, [christoph], Zolee, SSJ6Wolf, Tomo (Sora), GGCTUK, Consti, Daniel, MrNiceGuy, Jack Sparrow, Silent Viper, juattae, Trangel, Dennis, MaskedRaider, Volker
- **Outfit:** Po Yu
- **Default Sprites:** teme9

Many, many thanks to all of you listed above; without you it would have never been possible to build this custom level!

**- E-mail & Info**

If you have got any questions or criticism concerning „The Aymara Talisman“ simply send me an e-mail to [zip-online@gmx.at](mailto:zip-online@gmx.at) or use the contact form on Zip-online or [aymaratalisman.eu.tt](http://aymaratalisman.eu.tt).

**- Disclaimer**

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

*HAPPY RAIDING!!!*  
*zip\_1*

