

# Fortress Stonerock – The Adventure

## Directory

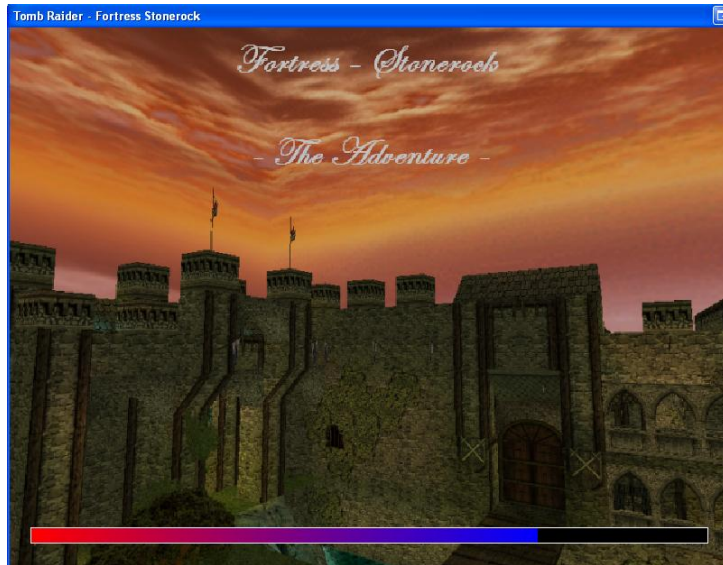
Directory.....	1
Preface .....	2
Technically .....	2
Story .....	3
Installation .....	3
English.....	3
German .....	3
Gameplay / Levelstructure .....	3
Hints .....	4
Weapons .....	5
Secret Areas.....	6
Secrets Summary .....	6
Thanksgiving & Credits .....	7

## Preface

Please be aware of my bad english ☹

I am glad that you have download my debut level.

Please read this text carefully, so that you don't have any trouble with my level.



## Technically

Start building: Middle of May 2008

Duration: ca. 3 Month

Level: 3

Total Rooms: about 600

Playtime (round about): ca. 3-5 h.

Secrets: 13

Level 1: Fortress Stonerock – The Beginning

Level 2: Fortress Stonerock – Deep Impression

Level 3: Fortress Stonerock – Deep Awareness

## Story

In telling stories, I never was good. ☺

But, ok:

Lara has adapt by an happenstance from the „Golden Mask“.

After a little time – Lara knows the roughly habitation.

Also she knows that she has to find two Bullets, called „Bullet of Glory“ to enter the Arena of Death, whatever this these things were.

But she is not alone, her enemies are already at Fortress Stonerock, and they want find the mask, before Lara has find it. Is Lara being able to find the mask before the enemies will find the mask?

## Installation

**Please don't use the Levelmanager, or some similary tools!!!**

**Sorry, this game is not compatible with MAC!**

**Please give me a review after playing!**

**This is the only way for me to build better levels, and then you have some hours fun again!**

**Thanks ☺.**

## English

If you want play this game in English, you only must click at this file:  
„Stonerock.exe“

## German

If you want play this game in german, you must delete the file english.dat, and then you can click at the file „Stonerock.exe“.

## Gameplay / Levelstructure

The level consists all over three level, and the level can't be played separately.

You will get from Level 1 to level 2 and you will go back, or par example from level 3 to level 2... etc. for finish this adventure successfully.

## Hints

You will find many keys and artefacts, here is some help if you will stuck:

- [Secret Passage Key?](#) What it is?  
Well, look at "Secret Areas" in this readme.
- Help, it burns...  
Just, blow it out.
- The Barrel Opening Key  
Do you remember a room with barrels in Level 1...? Yeah, that's it.
- What should i do with the bowmans?  
Look at the ambience in that room...
- Where is the Uzi in Level 2??  
You must be fast...very fast....
- What a shit, do i need 4 the same Keys to finish it?  
No, that is not necessary. There is an another way!
- Holy shit, two golden Bullets?!  
Yeah, this one in Level two you already have?  
If yes, perhaps you will look out for a torch and fire in level 1?
- Courtyard Trapdoor Key  
Well, in level 2 there is still a trapdoor... or??
- In the church, and now?  
Well, still stay there!

## **Weapons**

### **The Pistols**

They are laras everlasting friend.  
Certainly from begin and with endless ammo – Tomb Raider Style...

### **The shotgun**

The enemy of the knights.  
If you are clever, you can pick it up at the first level.  
If not – you are able in level 2, too.

### **The Crossbow**

You had find it hopefully in Level 1?

### **The Uzi**

In the second level very good stashed, and in level 3 you can get if you are sedulous  
in level 1, and 2.

### **The sixshooter**

If you are clever, you take it in the third level.

## Secret Areas

A Tomb Raider Level is a Tomb Raider Level till then it has Secret areas.  
Also in my Level you will find a few of secret areas, if you had you eyes open.  
Several times you will find ammo, a few times a Medipak, rarely you will find a weapon, or who knows, you will enter a complete new way?  
Legends report about a magic sword, but this one are never found.  
Perhaps you will find a [“Secret Passage” Key?](#)  
Find 4 [“Secret Passage” Keys](#), and you have it a little bit easier in Level 3!

Level 1 and Level 2 contains each time 2 of them.  
You will be able to go from EVERY place of each Level to pickup Keys you are not find yet.

## Secrets Summary

Fortress Stonerock – The Beginning:	4
Fortress Stonerock – Deep Impression:	6
Fortress Stonerock – Deep Awareness:	3
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	13

## Thanksgiving & Credits

If this project has becoming three complete levels, many people must help me.

The Editor: CORE DESIGN © Thanks!

Also:

Thanks at my beta tester and idea disposer **MARKUS!**  
He has assisted me a lot of time.

Thanks at **Masha**, for some objects!  
Also thanks for her knowledge and for testing my level!  
Her Level „Castle Riverrun 2“ has fascinated and inspired me!

Thanks at **Perry48, Raymond und Zickenalarm** for beta testing my level, so many times!

Thanks at **Trix** for her assistance in technical questions, also many thanks for some objects, like the rolling barrel, the shorable barrel, and the melody (023.ogg)

Thanks at **Hmkayfloh** for the shields and **Paze** for the panels including the roman numbers.

Thanks at **illyaine** for Laras Outfit. It is from the Level „Land of the Rising Sun“

Thanks at **Piega** for Different Objects, like the little Fountain or the gargoylian statues.

Thanks at **Mister Tomb Raider** for the castle pinnacle, the stairs, and the old balustrade.

Thanks at **Uranos1** for the corkscrew stairs, and the barrel with barreldoor.

Thanks at **Horus** for a lot of keys

Thanks at **Clara** for the great horizon

Thanks at **maax\_87** for Load and Save Passport Items

Thanks at the operators of the following sites:

laraslevelbase.org

trlevel.de

trsearch.org

Thanks also at **diverse Members of the levelbase and trlevel** for answer technical questions.

And thanks at all People, that I have forgotten to wrote here.

I'am sorry!!

If i have forget you please write me an emai:

[goldlife@freenet.de](mailto:goldlife@freenet.de)

Or you can contact me about the sites:

laraslevelbase.org

trlevel.de

Nickname: l.m.

### **Some Programs**

NGLE by Paolone

TREP by Pyuaumch

WADmerger by TRWAD

Strpix by Turbo Pascal

TBuilder by Iceberg

Some Objekts are from Core Design, and i have texturize it different.

Other Objects are customs objects par example the different keys by Horus, or the little spider by Baddy, the Barrels by Trix , the or the corkscrew stairs by Uranos1, or the shields by Hmkayfloh...

**I wish you a lot of fun with my level**

**l.m. - (Leif Melles)**