

# *The Mystery*

MANUAL

# NOTICE

RIPPING AND COPYING OBJECTS FROM THIS LEVEL WILL CAUSE THE MYSTERY NOT BEING CONTINUED. COPYING ONLY ALLOWED WITH MY PERMISSION.

SAME GOES FOR TEXTURES AND SOUNDTRACK.

PLEASE RESPECT THE WORK I'VE DONE, NO RIPPING.

Tomb Raider and Lara Croft is trademark of Eidos/Square Enix. Neither of them is responsible for this content. This is purely fanmade game.

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# Installing and information

## TURN VOLUMETRIC FX OFF

Create a new folder and then extract the files from the .zip file into that folder.

Then click TOMB4.exe to begin to play.

## Info

Does not work with MAC

Difficulty: Medium to hard

6 secrets



At the beginning forest area there are no secrets and there's no point trying to get in to those dense areas.

## Bugs:

Cameras might not work correctly

Enemies might keep running towards walls

“Herb” hotkey might not always heal Lara



# Story

A team of archeologists found a strange temple from small isle off the coast of Northern Japan. This temple contained a small but powerful artefact, The Serpent stone. The Serpent stone was believed to be only a myth. If the stone was really real, it would have the power to revive those who are dead but in the wrong hands it could also lay destruction and chaos all over the world.

The weird thing is that the team of archeologists and the villagers near by the temple has gone missing. They disappeared without a trace, no one really knows what happened.

Lara sets her aim for this stone and wants to learn everything about it and what happened to those who knew about it. But she isn't the only one interested in this stone. An evil organized group is also after the stone, in order to use the stone to get what ever they are after.

On her way to that isle Lara is caught in a heavy storm. Within few moments, the thunder strikes to the helicopter and Lara is crashing down to the isle.

Her equipment and companions are now missing and dead. Lara must now survive on her own.

# Features and cool stuff

- Lara can push rocks and boulders
- Enemies can be killed with spikes and boulders
- Herbs grow everywhere and can be used for healing Lara.
- Remember to conserve ammo Lara does not have unlimited ammunition.



# New moves

Lara is now able to jump from pole to pole and she will jump to the direction she is looking at.



Lara is now also able to roll in small spaces. You can do this by pressing the "sprint" key.



There is also slow-motion sections where you need to react fast or you will get hurt or even die.



# Credits

Greenkey2: Laras voice

were created by me

Laralives and Henkka: Beta and alpha test by  
Laralives and alphatest by Henkka

Piega:  
the standing animation "idle"

Trangel:

Outfit, some of Laras guns, some textures  
(from his ghana object set) and lantern on  
the wall

Some objects by core. (you'll know which  
they're. the list is sooooo long to write  
down)

PoYu: some of the weapons (terribly sorry can't  
remember which ones are PoYus and  
which are Trangels)

Textures:

cgtextures.com, tomb raider 2,4, legend,  
underworld and anniversary. (most of  
them are created by me)

Laras Boyfriend:

Wolf sounds from his Anniversary Wolf V.  
1.00

Music:

soundloops by MusicMaker, put together  
by me.

Baddy: his Wall-mounted knife blade as the  
base for my version of the blade. sounds  
too but edited by me a bit. Also the  
helicopter in the beginning

Gun sounds:

Call of Cthulhu

Geckokid: Mobile Snake

Menue:

Font from TR2 but made available by

Silent Viper: Angle of Darkness Mercenarie and  
also the body at the beginning, its textures  
edited a bit by me.

Skateboardkid:

The Skatefishes at the "fishpond room".  
Textures edited by me.

D. Jackson:

Spikey Wall, but the textures used here

Im terribly sorry If I forgot someone.

This have been in production about 5 years, so no wonder if I  
might miss someone. Apologies to them.