

The legend of King Arthur

Part 1: The time Portal



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Preface

This level was built in the beginning of 2009, and was restored in the end of 2010 / in the beginning of 2011.

Originally the Project "The legend of King Arthur" should be published as a big project, but because the first level is very old, I decided to publish Part 1 as a standalone level.

Story

Scientists discovered a mysterious portal by accident and after several experiments they find out that these portals can be used for a time travel!

Whoever steps into them will be teleported to the very same place, but about 700 years earlier.

So this time journey moves the time traveller into the early Middle Ages to the legendary castle Camelot, to Merlin, King Arthur and his round table.

Vice-versa it would also be possible for King Arthur and his companions to travel into present.

Doing so, they would influence our time line and thus everything that existed might be changed or won't exist anymore.

And now it's up to Lara to travel into past to avert a disaster.

Installation

This level is directly playable after unpacking the archive.
Please don't use the Levelmanager, or any similar tools.
Sorry, this game is not compatible with MAC.

Please give me a review after playing!

German

If you want to play this game in German you will have to do the following things:

Delete the english.dat in the main directory.

Copy all data from the directory /audio/deutsch into the /audio directory. Overwriting all data. This is necessary for hearing the voices of Lara, Merlin and the scientist.

After that you can start the game by clicking on TOMB4.exe.

English

If you want to play this game in English you have to do the following things:

Copy all data from directory /audio/english into the /audio directory. Overwriting all data. This is necessary for hearing the voices of Lara, Merlin and the scientist.

After that you can start the game with clicking on TOMB4.exe.

Technical

Start / end - building: beginning 2009 – beginning 2011

Playtime: 1-2 h.

Secrets: 5

Gameplay / Levelstructure / Hints / Secrets

This is a single level. Lara starts in a lab, and after the time trip she is in the 13th century in a forest close to Colchester.

Part 1 contains the search for Camelot. Part 2 will be set in Camelot.

The forest is very extensive, however, this level is rather linear.

Merlins diary contains important tips, sometimes it is worth to have a look.

Lara can find 5 secrets in this level and most of the time some useful items are very near.

Known Bugs

Very rarely but serious Bug:

(In the area with the big lake – it can be possible that the dot-switch puzzle isn't work!!!)

Initial situation:

I have the yellow and brown dot switch pulled down.
Red dot switch remains untouched. Merlin's Diary says this is the correct combination – but one trapdoor is still not open. So there must be something bug-wise going on here.

Solution:

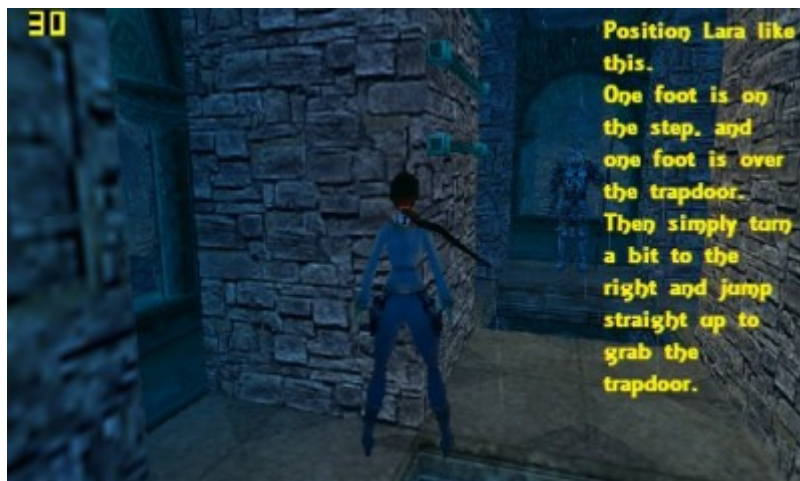
If both levers ONLY both lowered trapdoors will open, then you have a serious bug.
To finish the game, you can load an old Savegame, OR pull ONLY the lever with the pale green point (on the left).

Jump down to the switches again and just press the light-green-dot. Every trapdoor will be closed then, except the highest - it will be open...
Climb up again then and now you have to get to the second floor with some tricks.

The first floor is rather easy:

Just use the timed switch to raise a block and use it to get to the first floor.
The jump from the first to the second floor is a bit tricky, but possible:

Stand on the trapdoor and look up. You will now have to get up to the other trapdoor. So how do it? Try to position Lara so that she's standing right under the edge of the trapdoor. Now try to move her so that she has one foot on the step to the left and one foot on the trapdoor BUT is at the same level as the step. Now a normal jump straight up will help you reach the trapdoor from here.
It is hard to explain...Here is a screen:



(Screen and Solution created by Soul – thank you!!!)

other Bugs:

- If Lara throws away the burning torch, the flame of the torch will appear in the game at another place, until Lara takes the torch again.
This is not dramatic, the fire of the torch won't go out - even if it looks so.
- Sometimes it can be happen that Lara gets stuck on a stair.
Solution: Simply jump back, and go forward again.
- Sometimes it can be happen that Lara cannot grab a ledge any longer.
To solve this problem quit the game, restart and load your savegame.
- If you shatter a box, and you get neither a Shatter sound, nor you see that the object shattered, it can happen that the Item in the shatter won't appear. If that's the case, simply load an old Savegame and try it again.
- Sometimes the scientist won't do what Lara wants him to do and just moves his head. The flyby will be activated nevertheless. If that's the case then just walk up to him again and he should be moving. (Who speaks to people in an impolite way (by just running past them) shouldn't expect them to do what one wants them to do :-)

Thanks & Credits

So that this level could be build, the editor had to be release out first of all.
CORE DESIGN © thanks !

Betatester:

- Soul
- illyaine
- Zickenalarm
- Deinser84
- Raymond
- Markus
- Perry48

Voice-Over artists

- Lara by Gandalf
- Merlin by Günther "Tonda" David
- Scientist by Günther "Tonda" David

Animations

- new jump up animation by Seilion

Textures

- TrSearch.org,
- google.de

Objekte:

- Wild Boar by Tifa Nazah
- Merlin by Spongebob
- Blue Witch Mushroom by Gabiza7
- Boiling Pot by Gabiza7
- Pine Tree by MrNiceGuy
- Haunt by Cowboy
- Pushpull Door by Cowboy
- Skeleton by Cowboy
- Portal by Soul
- Wooden Cage by Soul
- Burnig Torch Branch von TifaNazah
- Leverswitch by Horus
- AOD Sprites von mike quahe

Thanks also to the operators of the sides:

www.laraslevelbase.org

www.trlevel.de

www.trsearch.org

And, unfortunately, thanks to all people I have forgotten to enumerate.

I am sorry☹.

If I have forgotten you to list here, please write me an email:

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Or you can contact me about the abovementioned sides:

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www.trsearch.org

Nickname: I.m.

Some Programms

TRNG + Tools by Paolone

WADmerger by Michiel

Strpix by Turbo Pascal

Metasequoia by Osamu Mizuno

Thank you for reading.

Now I wish a lot of fun with my level.

I.m. - (Leif Melles)