

TOMB RAIDER

THE REFLECTION OF ETERNITY

Manual

NOTICE



**After many countless hours and days the level is finished.
Thanks for downloading this little adventure.**

**It's really sad to see that some games which take a lot effort to make get used
by some people who rip objects from them without permission. I hope that
you - the downloader respect the work I've done and don't try to rip anything
from this game. Please, let this level be in peace as it is.**

Play to enjoy!

This is purely fan-made game.
I do not own the rights of Tomb Raider or Lara Croft. Eidos and Square Enix are not responsible of the content of this
game or package.

If you want to get some of these items - you can contact me at: jakakettu@suomi24.fi or with a private message at
tombraderforums.com with nickname "teme9". Let's talk and see what we can do.
You will get reply faster from tombraderforums.com.

Lara is on one of her earliest adventures. Lara is full of adrenaline and ready for action. She is looking for a rare and powerful artifact called The Hourglass of Eternity. The item is really intricate and worth a fortune. But Lara is not after the wealth. The Hourglass can show the past for those with pure hearts. Lara needs to find the artifact to help Winston to recover his lost childhood memories after being locked up in the freezer for too long...



Information & bugs



Installing

This package comes in the shape as it can be played. Everything you need to do is unzip the folder to somewhere where you want it.

It is advisable to run this game on a pc which has a processor speed minimum of 2GHz. This processor speed is the minimum requirement to play this game smoothly, but the game does run even if its slower.

Gameplay & mechanics

- There are 3 secrets. The black area does not contain any of them.
- Lara can push some rolling balls
- Lara can push some pushables off from the ledge
- Crawlspac roll can be used pressing sprint key while crouched.

Performance tips

- After the files have been downloaded and unzipped and setup set up correctly, please make sure you RE-START YOUR PC. This way most of the lag spikes are eliminated and the game will run smoothly. You don't need bumpmaps or volumetric FX.
- Close all other programs running on the background.
- Use CTRL + ALT + DEL to access windows "task management" then open process tab and close all unused processes. Tomb4 is all about processor power and this way we can free some of it.
- Before running the game first time, you must use SETUP utility to make changes to the exe.
- If lagging starts suddenly and keep getting worse. You need to use Setup icon to put settings up again.

Bugs

- When the torch is thrown on the ground, it will not show light and a small ghost flame might appear somewhere in the level, it's a known, harmless bug.
- Flying flame particles.
- A Flare might not light or show its graphics while using a switch or during other actions.
- Sometimes the camera can get inside walls and show ugly graphics. The camera does not get stuck in wall though.
- Enemies might get stuck on walls etc.

Credits



Not in any specific order

Outfit + guns (except crossbow) - PoYu
Kali enemy base – BADDY
Binoculars, Lara idle anim, compass - PIEGA
Underwater switch base, snake base, small spider base - MICHIEL
TRNG - PAOLONE
Lara model in Load screen & every render Lara model – TRLORE
Gorilla & sounds - BSO, SUIKAZE AND JUANCHI

Beta test:

GERTY, DUTCHY, RAYMOND, LARALIVES, KURTISANDLARA

Voice-overs:

MORTIFICIAL as Kali

Special Thanks:

Thanks to DUTCHY for letting me use his test forums.
Thanks to DUTCHY & GERTY for writing the walkthrough!
Thanks to RAYMOND for helping me with my silly troubles with trng and the level.
Thanks to MORTIFICIAL for keeping me alive.
Thanks to whole TR community for tips, ideas and everything!
Various textures (object, level) were downloaded from cgtextures.com and then modified to fit the purpose.

Could not have done it
without you all!

Thank you!

Im terribly sorry if I forgot to mention you for the work you've done! Your work is appreciated, but I might have lost track of names during the production. Apologies!