

*** LOST LUNAR COMPLEX ***

The Eye Of Isis

STORY

Again, the Croft Manor library appears to be a great source of the ancient knowledge, legends and myths. This time Lara learns about a mysterious location that, according to her research, lies somewhere in the desert in southern Egypt. The glowing moon is believed to be the crucial hint to uncover this very spot...

The place is a long-forgotten land of ancient palaces and temples. The myth speaks about a beautiful artifact that was thought to be created by Bastet herself. It also says that the gods keep an eye on the complex, thus watching every intruder that has managed to find the location...

Of course, Lara sets off on a journey to find the complex and see what awaits there for her...

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This is a one level adventure.

You can find one secret.

In general, there shouldn't be any bugs, but keep in mind that they may happen. And if they do, please reload Your save. This may be especially true in the Moon Hypostyle, when there is a possibility (though they usually work) that the pillars wouldn't be climbable. Reload the game!

[No need to copy-paste! Just launch the tr4.exe](#)

'THANK YOU' NOTE

I'd have to and I'd like to say 'thank You' to **D&G Productions** that beta-tested my level, made a bunch of helpful comments, suggestions and advices and that also created a walkthrough to this adventure.

Dutchy and **Gerty**, thanks for helping me in the 'player-friendlizing' process. :o)

I'm thankful for the possibility I could use some objects created by other players. The only objects I modified/created *de novo* are the pushable cat statues (modified TR1 objects) and the sistrum (made by me). The rest, including Lara's outfit, is either original objects-set or modified/created by other players!

And, of course, the music! [Nathan McCree](#) and [Peter Connelly](#) who composed beautiful sets of music for classic Tomb Raider games. The music that can be heard in original TRs and which I used here in order to feel that *nostalgia*...

And last, but not least...

[Thank You](#) for choosing **Lost Lunar Complex** to spend Your time. :o)

DISCLAIMER

**Lost Lunar Complex was made by and is supported by neither
Core Design nor Eidos.**