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~ King Arthur Project multilingual ~

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1. THE STORY:

This story starts where Twin crystals saga ended. Cindy finally found the location of the Topaz crystal on Topaz island. While she was searching for it, Lara already collected three of the other crystals and brought them to Topaz island, where she also bought the hotel to cover her real plans of getting the crystal from Dark Clan. Cindy, Lara and Jean discuss the plan how to get to the last crystal, while Kurtis is watching over the hotel. They have to hurry, because the Dark clan already started to gather around the hotel. They somehow found out there are the remaining three crystals. The one who would have them all, would be able to get the ultimate power. Or so it is told...

2. General information

King Arthur Project game is available in 8 different languages: English, French, German, Hungarian, Italian, Polish, Portuguese and Spanish. By default it is in English. If you want to play in a different language, please delete ENGLISH.dat from the main folder and copy the preferred language from LANGUAGES folder.

Game screen explanation:



Quick keys:

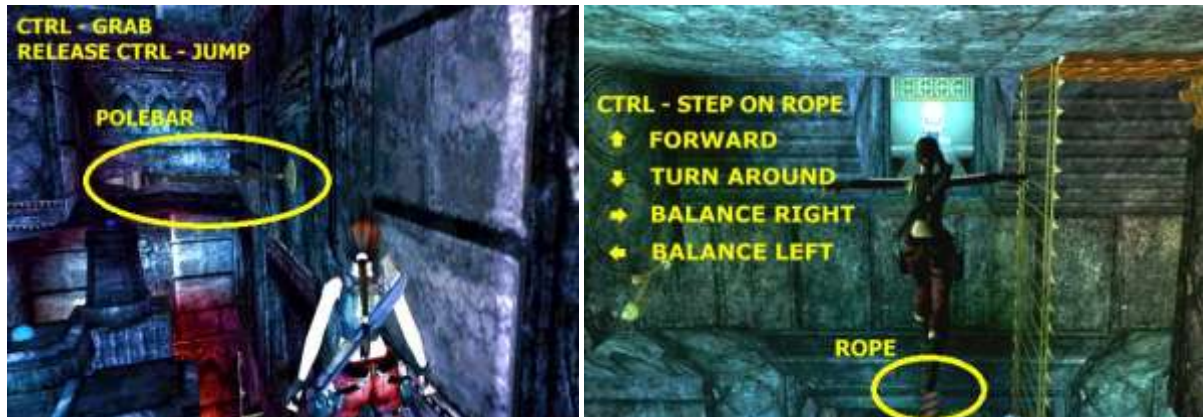
- F1 – Hints (use if stuck, you'll get a hint or solution for a puzzle if it is available)
- F2 – All secrets cleared icon (it only shows if you got all the secrets in one level, when you find all the secrets in one level, it will show automatically for a few seconds)
- F3 – screenshot
- F4 – used for some extra options, it is noticed in the game when it is available
- F5 – quick save
- F6 – quick load
- F10 – load the last automatic savegame

Some keys from F1-F4 and F7-F12 might be used also for some other actions, if they are, it will be noticed in the upper right corner of the game.

If level freezes for more than 5 seconds, press Esc before trying anything else.

Lara's moves:

They are all explained in the tutorial in the first level. Find the tutorial room right at the start and follow the instructions there. New moves are also explained there. In tutorial room you will be also introduced to all kind of tricks that you can use to play through the level. You ever wondered how you can do some jumps or moves? A lot of them are explained in this room. Still some not known to me can be missing. But if you'll go through this tutorial, you should be able to finish the levels.



When there is something new in the level almost always there is a tutorial that pops up on the screen.

Number of the secrets in each level is written under the compass.



For Lara controls or using vehicles, you can check a great explanation at:
<http://tombraders.net/stella/walks/controls/TR4controls.html>

Sometimes you need some important ammo. In that case it will be unlimited at the places shown on the picture below.



3. Installation

No special installation required. Simply run tomb4.exe.

If you want to change setup, you must run tomb4.exe –setup.

(Or use a shortcut setup.lnk in the main folder of King Arthur Project, if it refuses to work, you'll have to adjust the shortcut options.)

If you want to play in a different language, please delete ENGLISH.dat from the main folder and copy the preferred language from LANGUAGES folder.

4. BUGS

1. There is just one serious bug. Sometimes text on the screen won't show. But the game will freeze. Simply press Esc to continue.

Sometimes even if you press Esc, the game doesn't unfreeze. Wait a few seconds more.

2. If you can't see save game / load game panels. Simply delete PIX folder.

3. On some graphics cards, every time you press the Esc button, also the menu will open. This can't be fixed.

4. In some levels Lara looks at walls or a floor for no apparent reason. It is a bug, you can ignore it. It happens in two levels.

5. Ctrl + Esc - minimizes the window. Don't use that combination in the game.

6. Do not save, when Lara is using a key!!! It's a savegame bug. You can save before or after something happens by using a key.

7. Some cameras won't go back to Lara when they show another place. Then you must use camera break button (usually Padlock 0). If the key don't work on your keyboard, simply reconfigure it in Options menu under Key configuration.

8. Slow/older computers or low memory problems: the game can crash occasionally, in big areas the game will lag. Fast CPU is recommended and a lot of memory. The game was tested on a computer with CPU 2.20 GHz and 2GB RAM, where no slowdowns or crashes occurred.

9. Using Ctrl+F4 exit can sometimes not close the Tomb4.exe file. You'll know that, because the audio will still be playing. Try to avoid using Ctrl+F4. If you encounter that bug, you'll have to close down Tomb4.exe manually through Windows Task Manager.

5. CREDITS

King Arthur project is a joint effort of six level builders. Some object, animations or parts of gameplay or even some rooms in a level were made by two or more of us.

LEVEL DESIGNERS

Bashira, Bojrkraider, Delta, PaoloM, SeiferZero, LGG_PRODUCTION

STORY

SeiferZero, Bashira, Bojrkraider

VOICE ACTORS

Aimee, EssGee, Gianni Matragrano, iamlaracroft, Mauri "Darkblade" Majanoja, Patrick Dunn, Robert S. Benjamin, Rina-chan, Stephanie Sims – CeruleanAsh

PROJECT LEADER

Bashira

OBJECTS by

!Lara Croft!, Baddy, Bashira, Bojrkraider, cornchild, Delta, EJF_Steel_Tooth, EssGee, GeckoKid, Golden Dawn, Horus-Goddess, jliboy, juttae, karlo002, LadyDurkin, LeelooBastet, Level NextGen, LGG-PRODUCTION, Litepulsar, maax_87, maikoon, Mathieu, Mathew9r, Michiel, Mr XY, Oxy, PaoloM, PeeT, Piega, Po Yu, Psiko, RookieRaider, SeiferZero, Silent Viper, Skateboardkid, Soul, Sponge, teme9, Teeth, TifaNazah, TimJ, Tomo, Trangel, trfan, trplayer, Trinity, Trix, Uranos, usuki-frenzist, WhiteTiger, Yuni... BIG THANK YOU to anyone we maybe forgot...

Lara's outfit by Po Yu.

Thanks to www.trsearch.org and www.laraslevelbase.org for hosting custom objects.

TEXTURES SOURCE

From games: American Mc Gee's Alice, Bloodrayne, Painkiller, Prince of Persia, Sims, Tomb Raider, War of Warcraft.

Cgtextures (www.cgtextures.com), Trsearch (www.trsearch.org).

Textures extracted or provided by Dhama, illyaine, Oxy, psiko, Teme9, White Tiger.

Textures modified by King Arthur project level designers team.

Background screens art by Andy Simmons (www.ans-graphics.com).

BETA TESTERS

DJ Full, Dutchy, Fit – Revexen, Gerty, Jack&, Raymond, Taras

PARTIAL BETA TESTERS

Aspidetr, Blu, doppiaelle, eTux, EssGee, laraforever, poetic trle, psiko, WhiteTiger

BUILT IN TRLE, NGLE and Dxtre3D

TOOLS BY

Aktrekker - prjmerge, Champ - TextureAdd, IceBerg - Tbuilder, (Strpix XP),
J. Borrut - TR wad reorganizer, meta2tr - Meta2TR, Michiel - Wadmerger, O. Mizno -
Metasequoia, Paolone - TRNG, Sapper - Editwad, (Strpix Rev 13), Turbo Pascal -
Dxtre3D, Fexanim, Strpix, Trtexture

AUDIO SOURCE

Era, Grabbypop

From games: Chrono Cross, Devil may cry, Dissidia 012 Final Fantasy, Final Fantasy
VIII, Final Fantasy X, Naruto, Persona 3 & 4, Poke'mon Creepypasta, Prince of
Persia, Shadow Hearts 2, Tales of Symphonia, Tomb Raider 1-5, AOD, TRU, World of
Goo, Xenogears, Xenosaga II

From movies: Excalibur, Final Fantasy Advent children, Snow White, Starwars

LOCALIZATION

Translations:

Akcy – Hungarian; Bashira, Delta, SeiferZero – Italian; Bojrkraider, Dutchy, EssGee,
Gerty, SeiferZero – English; DJ Full – Polish; eRIC – French; Jorge22 – Portuguese;
José – Spanish; manarch2 - German

Thanks also to all the voice actors who helped to edit their English scripts!

WALKTHROUGH

G&D Productions

King Arthur project logo by SeiferZero

King Arthur project CD cover art by SeiferZero and Bojrkraider

SPECIAL THANKS

Blu, doppiaelle, Gerty, Psiko, Taras, White Tiger

We would also like to thank here to anyone whose name maybe slipped our mind in
long 7 years while this game was in the making.

King Arthur project level designers team forum hosted by:

www.aspidetr.com

King Arthur project betatest forum hosted by:

www.aspidetr.com, www.trle.net

PRODUCER

Bojrkraider

*detailed credits can be found in the game

If you need help or have a question about Tomb Raider King Arthur Project you can mail at: [bojrkraider\(at\)yahoo.com](mailto:bojrkraider(at)yahoo.com)

Disclaimer:

Lara Croft and Tomb Raider are trademarks of Square Enix Ltd.
This level uses the old Tomb raider 4 level editor engine from Core Design and has no connections to Crystal Dynamics or Square Enix.

King Arthur project levels must be distributed free of charge. Nobody may sell, rent, lease or commercially exploit this level in any way. If you distribute this level this readme file must be included.

This is a Tomb raider fan community product.

You can find us on websites and forums at:
www.aspidetr.com (Italian forum)
www.laraslevelbase.org (German forum)
www.trle.net (English forum)

Official King Arthur website:
kap.trle.it

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