

SEARCHING FOR THE HOLY GRAIL

HISTORY

The ***Holy Grail*** is the dish or cup used by Jesus at the Last Supper. According to the poems of Robert de Boron, Jesus resurrected, appearing to Joseph of Arimathea to deliver the Grail and order to take it to the island of Britain. Later authors told that the same Joseph used the cup to collect the blood and water emanating from the wound opened by the spear of the centurion in Christ's broadside and later in Britain, established a dynasty of guardians to keep it safe and hidden.



Reviewing her father's manuscripts, Lara notes the location of a castle in the United Kingdom whose inhabitants continue with the same lifestyle they had during the first millennium. That made her think and decides to travel there to take a look ...

TIPS AND HINTS

- The cameras are not to admire the scenery, but they will guide you throughout the level so you know what to do at all times. If you follow the instructions of the cameras carefully, you will be pleased to finish it. Maybe sometimes the cameras will give you directions but you will not do them much attention. It's your choice.
- Once the guide is released, stay close to him to cross the swamp, otherwise you may not remember the path he has

followed and you'll have to reload a previous savegame. The swamp is very dangerous.

- It's possible to run between the moveable wooden blocks, but it's more fun if you try to move the blocks correctly in a "legal" way.
- There are 4 secrets scattered throughout the level. If you find them all, at the end you will have access to a room with a 5th secret. They are not difficult to find, as there are clues for all of them.
- The chalice is **holy**, so once you have it in your backpack you will have to show a little respect to what it means and you can not use your weapons. From that moment, only your cunning will take you to the end of this adventure. So think carefully what to do before you pick it up.
- Once you ride with the horse up the ramp, you must continue to the end of the level.
- Lara can't get access to all the areas you can see when playing (transparent panels with colision).

BUGS

- Sometimes you'll have to press the "look" button to restore the camera; another times, you'll have to move Lara out of the tile to restore the camera (too many cameras in this level reach the limits of the engine; sorry).
- Due to the bad connection between rooms of different heights, I couldn't fix some textures in the upper areas of the castle, which, depending on the viewing angle can disappear.

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