



## Part 2

by Matie and Tombraider95

Thank you for downloading this levelset! We are hoping that you will enjoy playing it.  
Please read this below before playing.

### LEVELS

- |                              |                             |
|------------------------------|-----------------------------|
| 01. Shores of Vanuatu        | (by Matie)                  |
| 02. Inner Caves / Epilogue   | (by Matie and Tombraider95) |
| 03. Catacombs of the Volcano | (by Tombraider95)           |

### STORY

On being hired by Kane Pawnsers to retrieve a mythical artifact called *The Crystal Skull*, Lara sets off to China to find the skull located in a Monastery in The Valley of the Tigers. Lara soon learns that the skull is no longer kept there, yet finds a key for its true location in Vanuatu.

In Tomb Raider The Crystal Skulls – Part 2, Lara travels to Vanuatu to finally find the Crystal Skull hidden within the island's catacombs. She must use her wits and skills to bypass the island's traps and natives to complete her goal.

## **NEW MOVES**

### **Optional faster shimmy**

Lara's regular shimmy animations are still kept, but you can also shimmy faster whenever you wish! To do this, press the Sprint button while shimmying left or right and Lara will hurry up a bit. (The faster shimmy animation was made by GeckoKid.)

### **Faster, improved animations**

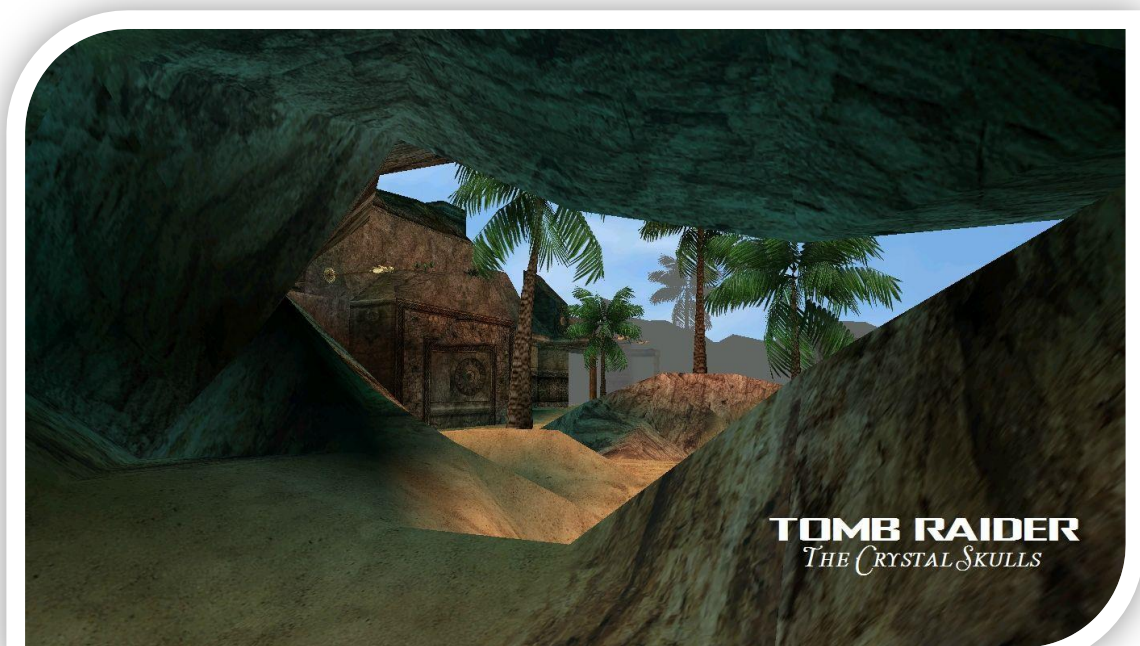
Lara now climbs up faster (animation by Symsi), walks nicer (animation by bashar, fixed by Matie) and preforms a faster handstand while climbing up (animation by Matie).

### **Using swingpoles (animations by Symsi)**

Press Forward to start swinging from a hanging position. Continue pressing Forward to swing around the pole. Press Back to turn around and face the opposite direction. Press Alt to jump off.

### **Somersault**

Press Sprint while standing and Lara will perform a somersault jump (animation by Matie).



## **IMPORTANT - Notes, bugs**

This levelset can be played directly from the downloaded folder, after it has been extracted. You don't need to have the Level Editor or Level Manager installed.

### **Technical Problems:**

In case you get a "Failed to setup DirectX" message when starting the game, change the resolution of the game with the Setup executable. Playing in windowed mode will probably help. (If you're having further problems, please contact us!)

It might happen that after picking up an item Lara is not able to grab anything anymore. The solution is to equip her pistols or any other gun and holster them again, this should restore her grabbing ability. If that does not work, reload an earlier savegame or restart the game and the problem will be gone.

Some waterfalls might disappear at certain angles.

Subtitles might get off if you drop the game to the background during cutscenes.

### **In the Seashore level:**

- You might experience some problems at triangulated faces in the water. At these triangles you cannot swim on the surface, but it was necessary to do in order to avoid an annoying bug.

- After a certain point the fonts might get half-sized and might even disappear in this level if you save the game at a certain point. Unfortunately we have no idea what might be causing it and we were unable to get rid of this problem. If you run into this problem, you can fix it by saving the game, exiting to the title screen and reloading.

### **In the Inner Caves /epilogue/ level:**

- Please don't drive to dry land with the motorboat or it will get stuck!

- if you save and reload the game during the epilogue, the namecard in Lara's hand might reappear and it will remain so until the end

## **CREDITS**

### **Level builders:**

Matie, Tombraider95

### **Voice actors/actresses:**

iamlaracroft (Lara), DMC (Zip)

### **Beta testers:**

\_manarch2, AoDfan, José, rtrger

A big **THANK YOU** goes to the testers, who ran through the levels multiple times, and found a huge amount of things that needed to be fixed. Their patience and hard work is always appreciated.

### **Also thank you to:**

**Paolone** - for TRNG

**Michiel** – for WADMerger

**Turbo Pascal** - for StrPix

**sapper** - for the updated StrPix

**IceBerg** - for T\_Builder

**O Mizno** - for Metasequoia

<b>Outfits</b>	<b>Textures</b>	<b>Animations</b>
Moylen	Horus	Symsi
Po Yu	Illyaine	GeckoKid
Trangel	Mike Quahe	bashar
	Moylen	SSJ6Wolf
	Cowboy	
	Inchdix	
	MaskedRaider	
	Core Design	

<b>Objects</b>	<b>Objects</b>
Laras Boyfriend	Horus-Goddess
GeckoKid	maax_87
Titak	BARRY
Michiel	Trix
Core Design	Bedazzled
Cowboy	--DeMoS--
kaufi-lc	KurtisandLara
TimJ	lathander
EssGee	maikoon
illyaine	Trinity
teme9	Baddy
karlo002	LGG-PRODUCTION
Piega	Horus
Teeth	DieBasis

<b>Music</b>	<b>Links</b>
Core Design	<a href="http://www.trle.net">www.trle.net</a>
Crystal Dynamics	<a href="http://www.treditor.hu">www.treditor.hu</a>
Tomb Raider - The Cradle of Life	<a href="http://www.tombraders.hu">www.tombraders.hu</a>
Myst III	<a href="http://www.tombraderforums.com">www.tombraderforums.com</a>
Danja	<a href="http://www.laraslevelbase.org">www.laraslevelbase.org</a>
Silent Hill	<a href="http://www.skribblerz.com">www.skribblerz.com</a>
Hitman	<a href="http://www.trsearch.org">www.trsearch.org</a>

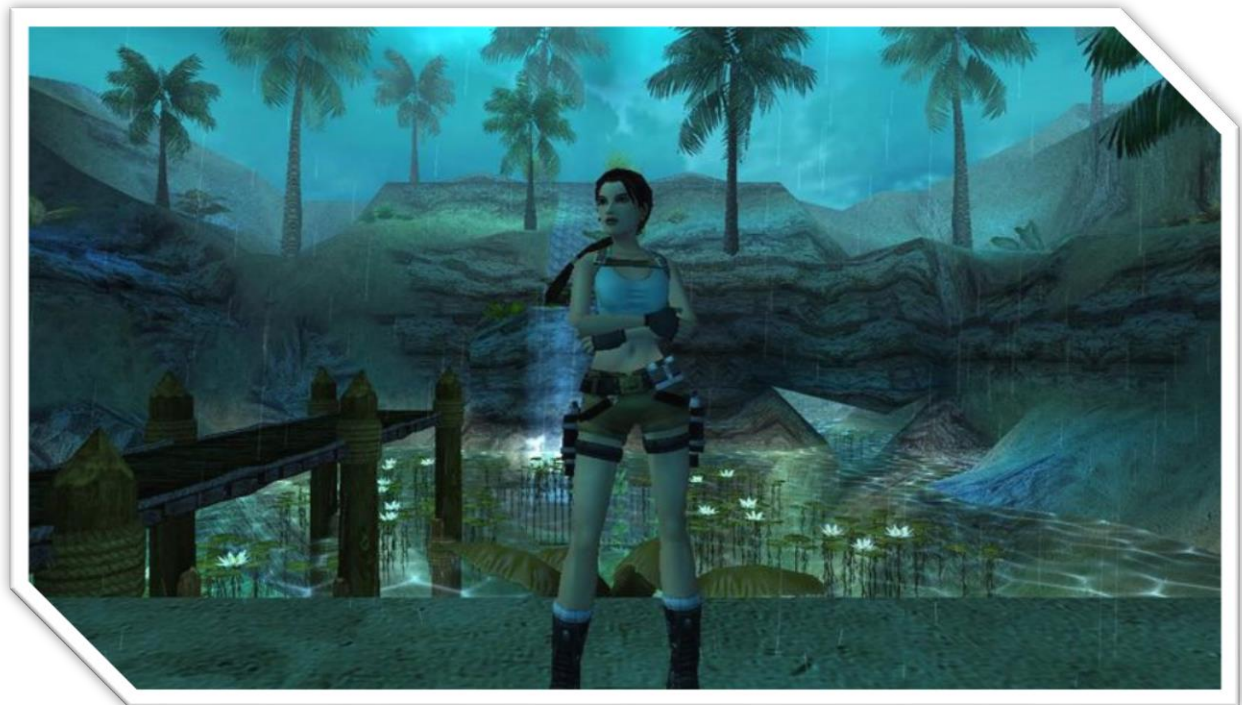
We're extremely sorry if we've missed anyone! Do feel free to shout at us via e-mail, if that happened.

And last but not least, many thanks for the people, who have written many awesome and helpful Level Editor tutorials!

## CONTACT

If you got stuck or have any questions you can ask for help in the Stuck topics on trle.net forums or in the Level Editor section of tombraiderforums.com. We will be happy to help you out.

You can also contact us via this e-mail address: [TombRaiderCrystalSkulls@gmail.com](mailto:TombRaiderCrystalSkulls@gmail.com)



*This game was not made and is not supported by Core Design Ltd. and Eidos Interactive.*