

**SEARCH FOR**

**THE GOLDEN**

**ELEPHANT**

**PART 2**

**'INSIDE VALEK**

**RUINS'**

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# **Important Information**

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**This game is not a commercial product, this is a free game made by a fan for fans of old Tomb Raider games.**

**The game was made with TR4 Tomb Raider Level editor Next Gen by Paolone, improved a bit with metasequoia, with 'meta2TR ', and FLEP.**

**This game is not a product made by Core Design, Crystal Dynamics or Square Enix co.**

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**This game was beta tested by MagPlus, Améthyste , Daffy, and Drakan from Lara Bricole.**

**I would like to thanks Level Next Gen for his help with meta2tr and textures.**

**PoYu for his great help with lara's outfit.**

**Objects were made by me or downloaded from trsearch.org, laraslevebase.org and LaraBricole. Thank you to all object creators, names are in the 'credit' level at the end of the game.**

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## **Information about the level :**

### **Story :**

### **Laras diary:**

#### **Part One : Valek Ruins**

**January 2011, I received a letter written by my father. Kind of weird, he died years ago. It talks about a small town in Russia, Valek, mentioning of «A Great Golden Elephant». He explained that he does not know the exact location of The Great Golden Elephant, only the location of the map was identified. The artifact might be hidden by the monks in The Middle Ages. A week after receiving the letter, I prepared for my journey. I left for a bloody cold weather. 3 days later, I arrived in Valek. Now, I must find the ruins and the map. Unfortunately I did not bring much ammunition. The Russians are hard to deal with.**

**The target is a piece of cloth or paper, painted with a design of an elephant nearby a water source. The location should be hidden within this map.**

#### **Part Two : Inside Valek Ruins**

**I found my way through the external ruins, I found the two keys to open the secret door to enter the ruins and I defeated the icy guardian. Strange enough I encounter few mercenaries who wanted to found the map too, I don't think there are more. But I'll need to be carefull.**

**Now I must explore the underground ruins to find the map, then find a way out.**

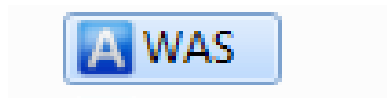
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# **Before to launch the game**

## **To prevent any lags :**

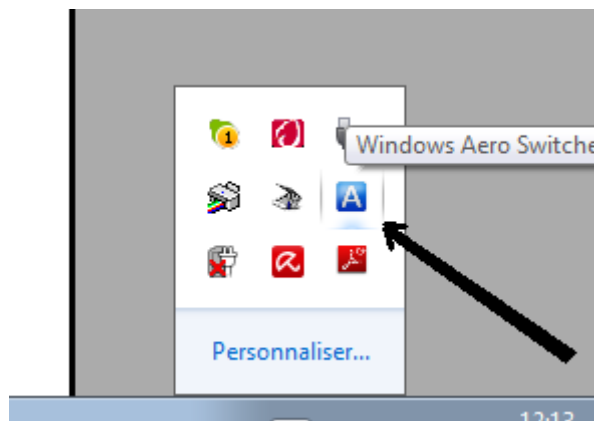
**-Please close all your programs (internet, skype, metasequoia, wadmerger...)**

**-Please run 'WAS'**



**it will deactivate windows transparency, you can run it and deactivate it without any install. It will make your computer faster.**

**To use : Double click on « WAS », and simple click there :**



## Special things :

**Medipacks** : Lara does not have « medipacks », you have to make plant mix to cure her.

**-Green+red= plant mixture(R+G)\***

**-Plant mixture(R+G) + Yellow = Plant Mixture (R+G+Y)\***

**plant mixture(R+G)\* = (Small medipack)**



**Plant Mixture (R+G+Y)\* = (Big medipack)**

**Green, Red and Yellow plant :**



**Hand Flares** : Lara got 30 flares, every flare will burn about 300 seconds, they will be usefull for some area. You'll not be able to find flares in the level, but don't worry the game is not too dark. But it could be smart to play without a lot of light around you, and with a good brighness for your screen.



**Special Animation** : When lara's life is under 20% you can leave her 15 seconds, then she will rest a bit and recover a bit of life when you move her again, it could be usefull if you don't have plant mixture.



**Ghosts :** Lara will encounter ghosts, but don't worry she will be protected by a **Protective Statue**.



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**Note :** This level is a big exploration level, inspired by the lost valley of TR1, you'll need to explore a lot of ruins and find items to go ahead. There is also few battles.

**This level was made for you (gamers) please be respectfull, if there are bugs be patient or stop play the level, I'm not responsible of your computer power, I've a low power PC and the level runs correctly.**

**I would like to say a word about reviewers :**

**I made level for people to enjoy old TR levels, I'm not paid for that, I'm not a professional level designer or anything, so don't be too rude when you review a level... I don't want to be discouraged to make level because of a really bad rates... Like I got in my last level (3/10 on gameplay, rated by someone) I want to say that I took note of all remarks, as I always did when I made a level. But this is not nice at all to destroy one (or more) year of work, made for you to play around 1-2hours...**

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**I must say this part 2 was made for people who played first part, I made it because some people ask for it to be continued.**

**This part 2 is a big piece of work :**

- Script (thank you Magplus for teaching me)**
- Textures (thank you Level Next Gen to edit my textures)**
- Metasequoia (thank you again LNG for teaching me)**
- Animation (Thank you Apofyse for teaching me)**

**I learnt a lot with the editor and other tools, and I think I'll continue to make level for players, so please enjoy my work.**

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**ENJOY, and good RAIDING**

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