

LARA CROFT TOMB RAIDER II ANCIENT ARTIFACT

CREATED BY MAX

(aka maax87)

2015

STORY

Lara Croft finds the Holy Grail – the most famous artifact in the human history. According to some of the legends, it's supposed to grant it's owner immortality. The artifact get's stolen by Audrey Brijett, who has her own ends. What she fails to realize is the dark secret held within The Grail itself. Lara must retrieve it at all costs before it is too late.

INSTALATION

No installation required. Unzip the downloaded folder and click the Ancient Artifact2.exe to start the game. Put **OldNewspaperTypes.ttf** font in your Windows font folder – C:/Windows/Fonts/

LEVELS and SECRETS

Venice	Secrets 5	-
Back to Ireland - Oldmine	Secrets 4	1x Bonus Coins*
Back to Ireland - Cathedral	Secrets 4	-
Brijett Lab	Secrets 4	1x Bonus Coins*
Brijett Lab - Escape	Secrets 4	-
Kigdom of the Shadows	Secrets 5	1x Bonus Coins*
Kigdom of the Shadows - Bonus Level	-	20 Golden Orbs

***You need find 3x Bonus Coins to unlock Bonus Level in game.**

STORY FROM THE FIRST PART OF THE GAME – ANCIENT ARTIFACT

In the first part of the game, Lara finds a hint pointing to the Holy Grail. According to the sources, it was hidden within the Beyond. The only connection seemed to be with a portal hidden in Egypt. In order to activate it however, one has to possess the key. That was the time when Lara runs into Audrey Brijett, who also is seeking the Grail for her own purposes against the artefacts power. Brijett steals the key, activating the portal and uses it to reach the Beyond, gaining a protective aura. Lara follows her, and Brijett dies in fight the Guardians who were protecting the Grail. Lara obtains it but is oblivious to the fact that while loosing her protective aura, Brijett managed to survive.

INFORMATIONS and PROBLEMS

I suggest to play in darkened room or at night for better experience.

Please set volumes of audio and sfx in options at 100%.

When you launch Ancient Artifact II.exe press CTRL key and select 'VOLUMETRIC FX'

FMV movies should be played at full screen, without any problems. If you have a bug with watching FMVs try to:

1 - When you launch Ancient Artifact II.exe press CTRL key, then in Emergency Settings select Soft Full Screen.

2 - If it doesn't work, you can try to change resolution for example from 1680x1050 32 BIT to 1440x900 32 BIT. There is possible that image 'load.bmp' (loading screen) will disappear.

Some programs identify the exe file as a threat. The solution is to add the exe file to the ignore list antivirus program. If this is not possible, you can disable antivirus in the time when you are playing. I do not recommend to replace exe file to another, because it could cause crashes and visual problems.

MUSIC

Tomb Raider Lara's Shadow, Tomb Raider Underworld, The Witcher, Splinter Cell, Penumbra, Alias, Bioshock, The Last of Us, Cave Ambient (xDimebagx), Florence and The Machine – Seven Devils (instrumental)

CREDITS

Level Designer – Max (aka Maax87)

Objects and Textures – Max (aka Maax87)

FMV Movies – Max (aka Maax87)

Voiceover – Lara / Brijett – Jennifer Milward (aka Greenkey2)

Voiceover – Mercenary – Max (aka Maax87)

Text Translation - Kris Nephilim

Walkthrough - G&D Productions

Core Design (TRLE)

Paolone (TRNG, NGLE)

Michiel (Wadmerger)

Turbo Pascal, Sapper (Strpix, TRUpdate, Fexanim,)

O.Mizno (Metasequoia)

E. Popov (TRViewer)

Meta2tr (Meta2TR)

Beta Tester – Mateusz Dzięcioł (aka Maati)

Bug Fixing – Mateusz Dzięcioł (aka Maati), Max (aka Maax87)

Script / Meta Features Assistance – Mateusz Dzięcioł (aka Maati)

Sound Sample Assistance – Mateusz Dzięcioł (aka Maati)

Lara Model (Anniversary) – PoYu

Animation (faster climb up, faster shimmey) – Geckokid

Stand-roll Animation - Ayal91

Weapons Pack – Trangel

Binocular – Piega

Single Desert Eagle Pack – Delta

Hellhound (edited) – Golden Dawn

Big Spider – Michiel

Ventilator – Baddy

TR5 Dog – Tomo

Textures Prince of Persia – Illyaine

Water Texture – Piega

Sci-Fi Textures – PhilipK

Various Textures – cgtextures.com

Video Stock – digitalmeals.blogspot.com / mitchmartinez.com

SPECIAL THANKS

A lot of things would not have been possible without you Mateusz. Thank you! Many thanks to Jennifer, for your excellent voice acting. You made awesome job! Thanks to Kris Nephilim for your great translation of all dialogues in the game!

I would like to give my thanks to all who have supported my project. For all of your help and comments on numerous forums, which kept me motivated in achieving my goal you have my gratitude. I would also like to thank you all for the patience. Making this game happen took of about 7 years, and all because I wanted to make sure everything given as much details as it was possible. There were moments when I did not have much time as I needed some rest from this work. But now as I have finished Ancient Artifact II, there are feelings of fulfilment and happiness. I am sure it's is time to give this level for your enjoyment.

HAPPY RAIDING!

Ancient Artifact II was not made and is not supported by Core Design or Eidos Interactive or Square Enix.

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