

The Frozen Throne

by teme9

MANUAL

This level was not made and is not supported by Core Design Ltd., Eidos Interactive, Square Enix and Crystal Dynamics.

This custom level is non-commercial creation.

Respect the work that has gone into creating this piece of work and do not try to bybass the protection that protects the game assets inside .tr4 files.

Installation

Extract the archive to location of your choice. For Windows Vista, 7 and 8 users it is recommended to extract the archive to your desktop. To configure your TOMB4 for your pc hold CTRL down after opening the exe.

Bumpmapping and volumetric FX should be disabled. For best visual quality be sure to enable bilinear filtering and 32bit color depth.

Story

Lara is helping an archeologist team in the Nepalese foothills to locate the lost temple of the dragon which is also known as the Throne of the Dragon. While the team is travelling through the harsh icy environment a storm takes the team by surprise. In few moments the storm gets to a point where it dismantles the team completely and separates them from each others. The adventure to locate the temple has turned into a survival act. While Lara is trying to find her team and shelter from the harsh weather conditions she accidentally steps to a crack and falls down into a chasm...

Gameplay

Coldness

Standing near fires or holding a torch will slowly refill coldness bar. Once the bar is empty Lara will freeze and die.

Torch

Torch can be equipped from the inventory once it is found or using T key. If T is pressed while holding torch Lara will put the torch away. Lara needs to stand still to do this. Torch cannot be thrown away.

New moves

Ledge jump up (press alt while hanging)

Lara will jump upwards when hanging from a ledge.

Ledge jump backwards (Press down key while hanging)

Lara will quickly turn and jump to direction that was behind her whilst hanging.

Credits

For most of the textures used in the graphics CGTEXTURES.com was used as a source for base textures from which the textures were created from.

Beta testers:

Dutchy, Gerty, Laralives &.:Tirivol:.

Can't thank enough of these guys! ☺

Music

For more precise information about the audio used check the audio folder and the metadata of the files.

Most of the audio files where cut to match the length needed for the situation where it was used.

Alex Mason

http://freemusicarchive.org/music/Alex_Mason/Hybrid/

<http://creativecommons.org/licenses/by-nc-sa/4.0/>

Tracks:

030, 044, 104, 031

Anjey Satori

<https://www.jamendo.com/en/list/a82314/healing-sounds-of-tibet>

<http://creativecommons.org/licenses/by-sa/3.0/>

Tracks:

111, 113

Kai Engel

http://freemusicarchive.org/music/Kai_Engel/Paradigm_Lost/

<http://creativecommons.org/licenses/by-nc-sa/4.0/>

Tracks:

026, 028

Programs, objects & animations

Not in any particular order

The Frozen Throne by teme9

Contact me at TRLE.net or Tombraiderforums.com (username teme9)

Programs and widgets

Strpix by Turbo Pascal & Sapper

TRNG & NGLE by Paolone

Flep by Lwmte based on source by Ensi

Additional patches converted from TREP by Delta

Wadmerger by Michiel and modified by Paolone

Adobe Photoshop CC

Blender 2.73a

Texture convert add-on by Sapper

Metasequoia 2.4

Meta2tr by Meta2tr

Objects

Lara and weapons by Horus-Goddess

Outfit recolored and normal adjustments by teme9. Head mesh based on the model from Temple of Osiris Lara by Crystal Dynamics. Ponytail by teme9.

Skeleton by LGG-PRODUCTION

Save and Load item by maax_87

Animations

Jogging animation by Joey79100 and Krystian

Pull up, ledge backwards jump, ledge up jump, shimmey by Geckokid

I am deeply sorry if I forgot someone!