

## Disclaimer :

These levels were not made and are not supported by Core Design Ltd. and Eidos Interactive.

These levels must not be modified, sold, rented, leased or commercially exploited in any way.



## Chapter 1 – Reaching the City

2 levels

Number of secrets : 3 in each level

It is advised to keep your savegame at the end in case you may want to use it with the next levels, but at this point I can't guarantee 100 % it will work, and I will provide a save anyway. Keep your save if you dare...

### IMPORTANT NOTES/BUGS :

#### *Deeper in the Passages :*

There is a very rare occurrence of one of the four boulders (you'll know which ones...) getting on an incorrect route ; if this happens, it will end on a death trigger and Lara will die. Just reload the latest save, push the boulder again and normally it should work correctly.

## Story :

This new series is the direct sequel to the Quest of Gold (preferably the Gold Edition to have St Francis levels in the correct order;)).

After retrieving the Hand of Midas in Greece, Lara (the Wise) has another dream about Indian Legends, in which she is told to go back to Canada to reach a mysterious City of Gold, reachable only by the holder of the four Golden Crystals through some Forgotten Passages...

## Installation instructions :

**Just unzip and play !**

## “New Moves” :

Jumping out of crawlspace :

You can jump out of a crawlspace just like in TRC, holding jump and forward key. Note that it won't work in all the situations.

Crawling roll :

You can perform rolls by pressing the crawling key and then the sprint key.

## CREDITS :

### TOOLS USED

- NGLE – Paolone
- TRNG – Paolone, thank you for all the amazing possibilities offered with the NG Engine !
- TRNG Manual / Tutorials by various authors, very useful to understand the subtleties !
- Wadmerger – Michiel
- Tbuilder – IceBerg
- SFX Manager – Magplus
- Stripix – TurboPascal

### GENERAL ELEMENTS

- TimJ for the logo, the font, the advices, the brain-storming around beers, the grulu-grulu, and so much more that made this series possible as you experience it !

## BETA-TESTING

- Thanks to TimJ, Gerty and Dutchy for the extensive testing and the advices you gave me to correct and/or modify some things in the levels !

## AUDIO :

- This game uses original Tomb Raider 1>7 audios, including AoD by Martin Iveson and Peter Connelly, TRL and TRA by Troels B Folmann.
- Back to Basics 2008 audio by TimJ
- Samples : TR 2-3-5 samples ripped and assembled by Stranger1992

## TEXTURES :

### *Title sequence :*

- The amazing TRExtra textures from <http://www.tombraiderextra.com/>
- TR2 Maria Doria NG by Piega
- TR2 Great Wall NG by Deskj

### *Misc :*

- Extensive use of the amazing TRExtra textures – mainly John Capon and Quest, from <http://www.tombraiderextra.com/>
- Textures from [www.davegh.com](http://www.davegh.com)
- Original Tomb Raider textures by Core Design and Crystal Dynamics, ripped and re-arranged by EssGee and Treeble
- Lava textures from Coyote Creek 2 by EssGee
- Icy-water textures by TimJ

## OBJECTS :

### *Miscellaneous :*

- Outfit : Legend winter jacket by TRAngel
- AoD Weapon Pack by Laras Boyfriend
- SubMachine Guns by TRAngel
- TRA Medipacks by Maax87
- TR2 Gold Secrets by Dark Death enhanced by TimJ
- Dream-Catcher by Trinity
- Indianer by Baddy
- Many thanks to EssGee and Cowboy for sending me Coyote Creeek series wads, so that I could use some cool Indian objects !
- Extensive use of Back to Basics 2008 Peru wad by TimJ !
- Apache skeletons – Cowboy
- Wendigos – Baddy
- Pushables and doors retextured by TimJ with some Guardian of Light textures
- Tomb Of Qualopeac Static Objects Remake by Tomb Raider Tim
- Stair statics retextured by TimJ
- TR3 Pacific switch by Kurtisandlara

- Various very-good-looking plant packs by Teme9 !
- Treasure of Spanish Galleon Wad by Teme9
- AoD sprites by Mike Quahe
- Lava bubbles by Lath

### *Title Level :*

- Golden Fish – Skateboard Kid
- Tibet object pack by TRAngel
- Roman Demigod – Skateboard Kid
- Griffith – Golden Dawn
- Fish pack for TRNG by Paolone

### *Midas Cutscene :*

- Demigod – Skateboard Kid
- Cutscene concept inspired by « Fragments of the Core » series by Horus

### *Chapter 1 – Reaching the City :*

- Wolves from BtB 2013 – Norhtern Legends Pack
- Golden Idol splittable puzzle by Karlo002
- Snake Switch by EssGee
- Winter Wonderland Wad by Teme9

Apologies to anyone I may have forgotten in these quite long credits!

Beware, on the next page are the level listing, and some tips that might prove useful while playing, but may spoil some gameplay pieces for some people...

## Curse of Gold – currently released level listing

### *Chapter 1 : Reaching the City*

1 – Forgotten Passages to the City

2 – Deeper in the Passages

## TIPS/TRICKS

To deal with the skeletons, try to think outside the box and don't hesitate to try realising an old fantasy !

Lara can sometimes sprint in odd places, even in moderately deep water...

Lara can backflip/roll instead of rolling to gain precious seconds for timed switches or annoying rollingballs !

Lara can get over slopes more quickly if you perform a roll while sprinting.

Lara can swim on water surface with the torch in hand, sometimes the tricky part is how to get in the water without sinking. Though sometimes, sinking with the torch can prove useful...

## Author's Statistics

