

Tomb Raider Redemption (later changed to Lost Myth) is a game/project that I started building in early 2012. Unfortunately, a virus corrupted my HDD and I had to restart/reboot the whole game. There was a initial cutscene, Lara is telling to the player the story of her new adventure.

"According to the radio, TV and newspapers, an archeologist, called Lana, and her men, are searching for four hidden artefacts that they discovered the existence recently. They call these as "Ancient Artifacts". I've searched about it, and the legend says that if the person obtain all the four ancient artifacts, a very strong power will be granted to this person. If they end up in wrong hands, they can be very dangerous. That's why I care, and I'm going to destroy the four artifacts for the world's safety and I will face Lana and an army if I must. They said that the first artifact is in India. The location of the next artefact is drawn in the previous one. So, It's not that hard to find all of them. But for some reason, Lana knows all the four locations already and she sent her men. They are in the four places, searching for the artifacts. Lana's just waiting at her building at New York. After finding all four artifacts, I will face her myself. She's a dangerous woman and the people don't know it. And how do I know? Well, she's the twin sister of Sophia Leigh... A woman that I killed years ago. And Lana is obsessed, cruel and mad, just like her. Well, that's enough talking for now! Time to prepare myself for travelling to India."

The Levels

England - Lara's Home

The same follows in the Salvation version. The only difference is the WAD (objects and outfit) and the light effects. Lara was searching for her lost Manor Gates' key.

India - Level 1: Heart of The Jungle

Starting the adventure, Lara is searching for the artefact located in India. Same goes as TR Salvation. Except for the fact that in the end of this old level, there was a spike wall trap and Lara should run to escape quickly.

India - Level 2: The River Kaveri

Now called "The River Rapids", the boat in this level was yellow back then.

India - Level 3: Ambhar, City of The Gold

Now called "Forgotten City Of The Gold", this level was merged with the other one "The Trail of Kali". 2 in 1.

India - Level 4 The Trail of Kali

Read above. The Trail of Kali started right after Lara places the 4 artefacts to open the gate in the main room of the forgotten city level.

London - Level 1: City of London

In TR Salvation, the name is now "City". It merges with Westminster District level, excluding the cathedral level.

London - Level 2: Westminster District

In the old Redemption version, the level started right when Lara arrived the Shopping Mall (now in City level). The only difference here is: at the end of the level, Lara should go with the motobike to sneak in the cathedral passing through the Big Ben (as you can see in the trailer).

London - Level 3: St. Paul's Cathedral

This one was a short level based in All Hallows. Lara starts falling just like in Aldwych (TR3). After walking a few steps, you are in a room with raising blocks and you must solve the puzzle to go to both sides and pick the items (just like in Living Quarters: TR2). After going further, you should defeat a Demigod to pick the artefact.

Caribbe - Level 1: Caribbean Grounds

I never planned this level at all. Only the beginning that I started building: a huge place with so many waterfalls. At this point, the virus corrupted all the HDD with my saved project until here...

Caribbe - Level 2: Sea Gorge

I never planned this level also. But today, it's included in TR Salvation.

Caribbe - Level 3: Underwater Caves

Instead of a wrecked ship like in TR Salvation, I was planning to do underwater caves just like in the Mediterranean Sea in TR Underworld. The boss would be the TR Chronicles serpents.

China - Level 1: Ghost City of Xian

This level would be so quiet and mysterious just like Mount Penglai. But Lara would be visiting the ghost city of Xian instead.

China - Level 2: The Fishing Village

A fishing village at night. Took the inspiration from the game Fear Effect (CD2). Anyway, never started building this so a part of Mount Penglai was done resembling the village.

China - Level 3: Qinshihuang's Tomb

The level plans were put in action just after Lara enters the tomb in Mount Penglai, near the final boss. In the old TR Redemption level, I was planning to do exactly what I did for TR Salvation Part 4. In the end of the level, the game villain "Lana" ambushes Lara and put her in the tower, located in New York.

New York - Level 1: The Shard

Lara should be disarmed and then, climb all the tower to confront Lana in the heliport. Familiar? I included this in the final moments of Part 5.

New York - Level 2: Finale

This level would be just a final battle at the heliport, and then, a ending with Lara destroying the artefacts. In TR Salvation, I included two levels (Part 6) that weren't planned in TR Redemption for the ending.