

Jawi

presents

The
Sapphire
Hunt



Content

Installation.....	3
Story.....	3
Levels & Secrets.....	4
New Moves.....	4
Known problems.....	5
Credits.....	6
Beta Testers	7
Thanks	8
Disclaimer.....	8
End note	8

Installation

No installation needed - just unzip, doubleclick 'tomb4.exe' and play. However if you want to enjoy the graphics in their finest, in setup (just press 'Ctrl' when launching 'tomb4.exe') tick 'Volumetric FX' and 'Bump Mapping' on.

Story

Lara has stumbled upon a piece of information about the mysterious sinking of the ship "Selphia" during a voyage in a Southern American lake area in the year 1937.

The ship disappeared in an unusual way - the wreck was never found. It was said that onboard the ship a sword with a sapphire-ornamented handle was exhibited.

It had been found just a few months before the tragedy, therefore neither its provenance nor its age was ever established, but it was an unusual weapon that wouldn't be used neither by the natives, nor the conquerors from across the ocean.

It immediately gave Lara a thought, that the sword may be connected to the mysterious ruins near to the ship's supposed resting place.

Is the sword a solution to the riddle of these remains? What kind of warrior had used it? Or maybe it is merely an introduction to a much bigger secret?

Levels & Secrets

1. Jungle Trail (2 secrets 1st visit, 2 secrets 2nd visit)
2. Sapphire Tide (3 secrets)
3. Selphia's Hall (3 secrets)
4. The Hunt Begins (2 secrets)

New Moves

- Crawlspace roll - when in crouch position press 'Dash'.
- Crawl-jump - when on all fours and in front of a hole press 'Jump'.¹
- Parallel Bars – press 'Action' to grab. While swinging, press and hold 'Jump' and release 'Action' on the most forward position. If you do it too early Lara will dive down.
- Zip line – walk to the edge and press 'Action' to use the zip line. Let go of 'Action' to drop off.
- Kayak – press 'Action' to climb into the kayak, press 'Walk' and 'Right' or 'Left' to climb out, use direction keys to navigate.

¹ This unfortunately doesn't work when the ceiling above the hole is low due to an engine collision problem.

Known problems

- In 'Jungle Trail' level one room seems to be outside (rain) - just ignore it, this was a fault of an irreversible building process.
- Due to reaching the box limit there are no enemies in the level 'Jungle Trail'.
- In 'Jungle Trail' level: don't save between pouring out the gasoline and lighting it – otherwise the liquid will be gone and you will be stuck!
- In 'Jungle Trail' level the kayak may return to its original position after reloading the game.
- In levels 'Jungle Trail' and 'Sapphire Tide' the flame on the torch may appear in odd places, but won't be present on the torch itself, when not carried by Lara. Also look out not to throw it somewhere where you won't be able to find it.
- Some music may trigger itself twice, despite the 'one shot' option.
- In 'Selphia's Hall' level turn the 'SFX Volume' down should you hear crackles in the speakers.

Credits

In this game I used following artists' work:

- Core Design (Tomb Raider engine, Room Editor, various music, objects and textures)
- Crystal Dynamics (various textures and music)
- Paolone (Next Generation Level Editor and many other useful tools)
- Michiel (WADMerger)
- O.Mizno (Metasequoia)
- Turbo Pascal, Sapper (StrPix)
- Magplus (SFX Manager)
- IceBerg (TBuilder)
- Reaper (Digital Audio Workstation)
- Po Yu (Lara's outfits, recoloured or remade by me, pistols, shotgun)
- teme9 (various objects)
- EssGee (various objects)
- kaufi-lc (various objects)
- Horus (various objects)
- maikoon (plants)
- illyaine (plants)
- baddy2 (various enemies)
- maax87 (various objects and textures)
- piega (various objects and textures)
- Back to Basics Package Team (various objects and textures)
- Geckokid (fast shimmy animations)
- cornchild (Shiva enemy, recoloured by me)

- L.Croft (Crossbike, remade by me)
- Nightwish (title music piece and a few others)
- Hans Zimmer (various tracks)
- Nino Rota ('The Godfather' music theme)
- Adam Skorupa (The Witcher soundtrack)
- Marcin Przybyłowicz, Mikołaj Stroiński and Percival (The Witcher 3 Wild Hunt soundtrack)
- Jan Jasiński (English proof)
- maelwi (voice of Lara)

If I left out anyone in this list I sincerely apologise. Thank You all!

If You want to use my objects or textures feel free to do so, just give me credit, thanks.

Testers

The testers of this game were:

- Dutchy (alpha and beta test)
- Gerty (alpha and beta test)
- mugs (alpha and beta test)
- Simone (beta test)
- ruphus (beta test)

Thank You so much for Your invaluable help! This game wouldn't be so special without You!

Many thanks to Gerty and Dutchy (G&D Productions) for providing the walkthrough for this game.

Thanks

I would like to thank the following: God, my father (who introduced me to the world of Tomb Raider), my mother, my sister, my grandparents, Julia, Maciek, Michał, Aleksander, Paweł, Paweł, Krzysztof, Krzysztof, Kuba, Jacob, Jan, Michał and all the other people who supported, motivated and inspired me throughout this time, trle-community and World of Tomb Raider forum members (for help and patience).

Disclaimer

This level was not made by and is not supported by Crystal Dynamics, Core Design, Square Enix or Eidos Interactive. This level must not be modified, sold, rented, leased or commercially exploited in any way.

End note

This game is in fact merely a first part of the adventure. Although I have a quite tangible idea for it, 'The Sapphire Requiem' (which would be the second part and the conclusion) may never see daylight, because of other priorities in life. Nevertheless, I am happy that after eight years I can finally release this game. Enjoy! Happy celebration of Tomb Raider Lara Croft – 20 years of an icon anniversary!

Jawi

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