

## CREDITS

### Common:

Outfit AOD Jeans: [Po Yu](#)

Outfit Classic: [Po Yu](#) + recoloration by me

Dual Pistols: [Po Yu](#)

V-Packer Shotgun: [DeltaTR](#)

Scorpion-X: [DeltaTR](#) + modification by me to have a single pistol

Crossbow: [Po Yu](#)

TR2 Grenade Launcher: [Elio](#)

Binoculars: [PoYu](#)

TRA Medipacks: [Laras Boyfriend](#)

Load & Save Passport: [maax\\_87](#)

Lara's Diary: [A\\_De](#)

Realistic Sprite: [Level NextGen](#) (thanks to Horus-Goddess, Silent Viper, illyane)

### Title:

Standing Animation: [Matie](#)

## Level "Paris":

Street Lamp, Bed, Motel TV, Distributeurs: [LeelooBastet](#)

Nissan Primera Static Car: [Trinity](#) + [plate texture modified by me](#)

Ducati Bike: [TifaNazah](#)

Old boxes, trash, makeshift barricades: [From "Debris Package 1" by mike quahe](#)

Pipes, 3D ladder: [From "city object set" by Horus](#)

Bus stop: [Michiel](#)

Bus stop bench: [Timmie\\_Croft](#)

Newspaper and can trash: [From "Deserted Subway Station" by maax\\_87](#) + [newspaper texture modified by me](#)

City trashcan: [Trinity](#) + [mesh modified by me](#)

And Doors: [From "Door Pack1-3" and "Door Pack4-6" by Trinity](#)

Shelves: [From "Debris Package 2" by mike quahe](#)

Colored Keys: [karlo002](#)

Billboards: [Liguface](#) + [texture modified by me](#)

Computer and desk: [From "Office Set" by Sponge](#) + [texture modified by me](#)

Small Table with magazines: [From "Lonely Christmas" was by White Tiger](#) + [magazine texture modified by me](#)

Big trash bin: [From "No Xmas without a tree" was by l.m.](#) + [texture modified by me](#)

Lit Home Lamp: [From "Belle Epoque Kollektion" by Miss Kroft](#)

Reception Desk: [Sponge](#)

Traffic signs, Street poles: [uranos1](#)

Menu boards, Parisian Street signs: [Masha & Sponge](#) + [texture modified by me](#)

Markise, Café table: [Masha & Sponge](#)

Mirror Table: [Spongebob](#)

Tree: [From "5 high-res Trees" by maikoon](#)

Dresser, wooden stairs: [From "Kitchen, Bedroom, Stairs set" by Horus-Goddess](#) + [dresser texture modified by me](#)

Small Bathroom: [Horus-Goddess](#)

Armchair and couch: [From "TRL Croft Manor furnitures" by PeeT](#)

Stereo: [xX\\_Alexis\\_girl\\_Xx](#)

Textures: From [Tomb Raider AOD](#), [Tomb Raider 3](#), [Tomb Raider Chronicles](#) and [Customs made by me](#).

### **Level "Templars' Library":**

TRU Spider: [Mrshina](#)

Tree, bush, fern: [From "Nature package" by teme9](#)

Fully 3D Gates: [Teeth](#)

Banister, Plant Vase: [From "BTB 2015 Greece Pack" by Bojrkraider](#), ivy texture by [Teme9](#)

Wayside Cross: [Mr. Tomb Raider](#)

Hanging Vine: [usuki\\_frenzist](#)

Textures: From [Tomb Raider AOD](#), [Tomb Raider 3](#), [Water Textures by illyaine](#) and [Customs made by me](#).

## Level "Har Megiddo":

Mobile Snake: [GeckoKid](#)

Killable Knight Templar: [Baddy](#)

Tv on Table, House Plant, Bags of fruit, Bathroom Sink: [Trinity](#)

Graal pedestall: [LGG-PRODUCTION](#) + recolored and mirrored by me

Celtic Cross, Small Well, Big Well, Abbey window, Big Push Button, Wooden Fence, Menorah, Candles, Ivy, Star-shaped Table, Wooden Pedestal, Star Trellis, Pottery: [Sponge](#)

Street lamp: [Dennis](#)

Picture Button Switch: [Sponge](#) + texture modified by me and copy in static slot

Carpet: [Sponge](#) + made non-shaterrable by me

Ethereal Waterfall Effect: [lathander](#) + recolored by me

Baskets of spices, watermelon and fodd stand: From "Market Place Set" by [usuki\\_frenzist](#)

Big Plant pot, big door, star key: From "The Jerusalem Project - The Cherubim are Calling" level "AL-KASHKAR" by Clara, Masha & Spongebob extracted with their agreement.

Menorah: [Sponge](#) + mesh resized by me

Tray & Dishes: [karlo002](#) + used as simple animating by me

Fallen Menorah: [Sponge](#) + mesh resized and rotated by me

Carpet: From "Assassin's Creed 2 Venice Object Pack" by [Laras Boyfriend](#)

TRA Greek Horizon Afternoon: [usuki\\_frenzist](#)

Trash bin, Breakable floor: From "BtB 2010 Venice Wad&Textures" by [Nadine\(Horus\)](#)

Date palms: From "Greece" object set by [Luke](#) for TRForge 2012 Advent Calender

Bunch of keys: [Codo](#)

Jeep Wrangler Sport: [baudabing](#)

Textures: From "The Jerusalem Project - The Cherubim are Calling" level "AL-KASHKAR" by Clara, Masha & Spongebob, "Red Candles" by [maax\\_87](#), "Hidden Gardens NG" texture set by [Cowboy](#), "Terrain texture set" by [Nadine \(Horus\)](#), "Prince of Persia" extracted by [illyaine](#), [Tomb Raider Anniversary](#), [Tomb Raider Underworld](#) and [Customs made by me](#).

## Level "Vatican Museum":

Rusty barrels: [A\\_De](#)

Vatican Guard: ["London Guard" by Baddy](#) + [texture modified by me](#)

Hellhound: [Golden Dawn](#)

Exit Sign: [uranos1](#)

Dead Saplings: [From "Saplings" by teme9](#)

Dead grass: [From "TROE: Plant package" by teme9](#) + [recolored by me](#)

Light spheres (big blue one and small white ones): [From "king arthur project magic levels objects" by Bojrk](#) + [resized and recolored by me](#)

Bannisters, stairs, columns, plant, arches, pipes, swipe card, breakable window, table, chair, double doors (big and small): [From "BtB 2010 Venice Wad&Textures" by Nadine\(Horus\)](#)

1 click stairs: [From "Various Castle Objects 1" by Mr XY](#)

Button: [Sponge](#)

Pharmacy shelves: [Use bottle from "Resident Evil 1 Health-Enhancing Items" by Silent Viper](#) and [pills box from "AOD Pills and Bandages" by mike quake](#)

Sharp glass (teethpikes): [From "Maria Doria Next Gen Wad Pack" by Piega](#)

C4: [From "ObjectPack 3" by teme9](#)

Golden key: [Codo](#)

Laser beams: [Level NextGen](#)

Fog: [From "Back to Basics: Steampunk Package" by Nadine\(Horus\)](#)

Paintings: [From "Paintings Wad" by kurtisandlara](#) + [texture modified by me](#)

Chandelier: [Piega](#)

Nissan Primera Static Car: [Trinity](#) + [mesh rotated by me](#)

Harpy Skelett: [Lexx](#)

Textures: [From "BtB 2010 Venice Wad&Textures" by Nadine\(Horus\)](#), ["Streets of Rome" by mike quake](#), ["Castle Textures" by Mr XY](#), ["Maria Doria Next Gen Textures" by Piega](#), [Tomb Raider AOD](#) and [Customs made by me](#).

## Level "Inferno":

Wall Crystals: [Trinity](#) + recolored and modified by me to make it shaterrable

Curtains: [Sponge](#)

AOD Door: [A\\_De](#)

Metal Key: [Sponge](#) + recolored by me

Exit Sign: [uranos1](#)

Small grided gate: From "Objects Pack - Kingdom of the Shadows (AA2)" by [maax\\_87](#)

Stone Banisters and pole: From "Objects Pack – Back to Ireland - Cathedral (AA2)) by [maax\\_87](#)

Wall lamp: From "City objects pack" by [A\\_De](#)

Light sphere: From "king arthur project magic levels objects" by [Bojrk](#) + resized and recolored by me

Dynamite for Explosive: From "ObjectPack 3" by [teme9](#) + mesh modified by me

Tree: From "7 high-res Trees" by [maikoon](#)

Breakable Rusty Trellis: [karloo002](#)

Mystic Scepter Puzzle: by [karlo002](#) + texture modified by me

Ferns and Ivy: [teme9](#)

Breakable floor: From "BtB 2010 Venice Wad&Textures" by [Nadine\(Horus\)](#)

Breakable stone floor: From "Complex Simplicity - Castle" by [illyain](#)

Doppelganger: !Lara Croft! + texture and animation modified by me

Small arch: From "TRSearchHQ - Emergency! custom objects wad" by [Bojrk](#)

Key of realities: [Codo](#) + recolored by me

Quad bike: [EssGee](#)

Harpy Skelett: [Lexx](#)

Hellhound: [Golden Dawn](#)

Dragon: From "Back to Basics: Northern Legends Package" by the BtB NL package crew

Light beams: From "Back to Basics: Steampunk Package" by [Nadine\(Horus\)](#)

Moving Eye: [From "Tomb Raider Redemption" by MagPlus](#)

Textures: From ["BtB 2010 Venice Wad&Textures" by Nadine\(Horus\)](#), ["BtB 2011 Steampunk Package" by Nadine\(Horus\)](#), ["Castle Textures" by Mr XY](#), ["Maria Doria Next Gen Textures" by Piega](#), [Tomb Raider Underworld](#), [Tomb Raider Legend](#), [Tomb Raider Anniversary](#), [Tomb Raider 2 IOS](#), [Tomb Raider XTRA](#) and [Customs made by me](#).

## Level "Armageddon":

Broken Tv on Table: [Trinity](#) + [texture modified by me](#)

Date palms: [From "Greece" object set by Luke for TRForge 2012 Advent Calender](#)

Graal pedestal: [LGG-PRODUCTION](#) + [recolored and mirrored by me](#)

Broken Celtic Cross: [Sponge](#) + [mesh modified by me](#)

AOD Street lamp: [Dennis](#) + [lightray added by me](#)

Street lamp: [LeelooBastet](#)

Broken street sign: [uranos1](#) + [mesh rotated by me](#)

Abbey window, Wooden Fence, wooden pedestal: [Sponge](#)

Broken Abbey window: [Sponge](#) + [mesh modified by me](#)

Fallen Menorah: [Sponge](#) + [mesh resized and rotated by me](#)

Trash bin: [From "BtB 2010 Venice Wad&Textures" by Nadine\(Horus\)](#)

Nissan Primera Static Carw: [Trinity](#) + [plate texture modified by me and mesh rotated by me](#)

Rollingball: [LevelNextGen](#) + [texture modified by me](#)

Fire Extinguisher puzzle: [uranos1](#)

Zombi: [Devoid](#)

Lara's Statue: [Phantasmagoria](#) + [plate texture modified by me](#)

Manor Tree: [From "4 high-res Trees" by maikoon](#)

Water lily: [From "TROE: Plant package" by teme9](#)

Couch: [From "TRL Croft Manor furnitures" by PeeT](#)

Textures: From "The Jerusalem Project - The Cherubim are Calling" level "AL-KASHKAR" by Clara, Masha & Spongebob, "Red Candles" by maax\_87, "Hidden Gardens NG" texture set by Cowboy, "Terrain texture set" by Nadine (Horus), "Garden and greenery texture set" by Nadine (Horus), "Prince of Persia" extracted by illyaine, TRNG Croft Manor Tutorial by Cowboy, Water texture by axelia, Tomb Raider AOD, Tomb Raider Anniversary, Tomb Raider Underworld and Customs made by me.

## **Musics:**

"Lara picks up the cup" Cutscene: 528491 - Inception OST

Final Cutscene: 20<sup>th</sup> Anniversary - Dean Kopri

Title: Lacrimosa - Requiem - Wolfgang Amadeus Mozart

Armageddon Timed Run: Pandora's Heaven – Immediate Music

All other objects, textures and musics come from other Tomb Raider Games or have been created by me.

**If I forgot someone in the credits please send me an email: [vpomier@gmail.com](mailto:vpomier@gmail.com)**