

# TOMB RAIDER

## Requiem

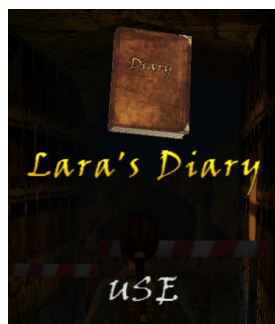
### 1. New Moves

In addition of the moves Lara can already perform in *Tomb Raider Last Revelation*, she is also able to do the following moves:

- Crawlspace Jump (From Tomb Raider Chronicles): To quickly escape a crawlspace, face the crawlspace exit and press "Up" key + "Jump" key to jump out.
- Crawlspace Roll: While crawling, hit "Sprint" key to do a roll forward.
- Parallel Bars (From Tomb Raider Chronicles): Jump and press "Action" key toward an horizontal bar to grab it. Release "Action" key to jump out the bar.
- Polerope Jump Forward: Press "Jump" key on a polerope, Lara will jump foreward instead of doing a backjump.

### 2. New Features

- Lara's Diary: The diary will gather Lara's thoughts through the game. It will be updated in 2 different ways:
  1. When the text "*Lara wrote something in her diary*" pops-up on the screen, this means a new page is available. Do not hesitate to have a look at it as it will often contain usefull information to progress in the game.
  2. When the diary directly pops-up on the screen, this means the information is related to the story. The diary pops-up at the beginning of each level to summarize the story.



The diary can be accessed at any time via Lara's Inventory. Use "Left" and "Right" keys to navigate through the pages. Press "Escape" key to exit the diary.

- Lara's Energy Bar: At some point in the game Lara will reach a cursed place which will drain her energy. If the Energy bar is empty, then Lara's health bar will start decreasing fastly until Lara's death. The only way to recharge Lara's energy is to reach "sanctuary" areas in the level.



I advise you to keep a savegame of the moment Lara starts losing her energy or in one of the sanctuaries. This will prevent losing your game in case you save at a moment when Lara's energy is too low to reach a safe place.

- Limited Ammo: In the first levels of the game Lara will have limited ammo for her weapons. But don't worry, if you run out of ammo during a combat you will always find some ammo in your area.  
**Known limitation:** In order to avoid troubles with weapon management and some tasks of level 4, Lara's weapons will be reset at the beginning of level 4. At this point you may lost the Uzis.

### 3. Secrets

There are 10 secret gems hidden in the game, 2 per level except last level where there is none.



### 4. Disclamers

This level was not made and is not supported by Core Design Ltd. and Eidos Interactive.

### 5. Beta Testers

A big thank to Apofyse, Bigfoot, MagPlus, Thierry Stoorne and Daffy for having tested my game and there helpfull feedbacks.

### 6. Credits

For detailed credits regarding resources used in this adventure, please have a look a *Credits.pdf* file.

## 7. Special Tanks

- The trle community as without the huge amount of tutorials available I would not have acheive this adventure.
- Developers of sides tools: Metasequoia, StrPix, WadMerger, Tbuilder, Sfx Manager and FLEP for TRNG.
- Paolone for its powerfull TRNG editor and NG Center.
- My family and my boyfriend who shew a lot of interest in this project even if they are not TR fans, and support me in its achievement.

**If you encounter any issue with this adventure or if you any question don't hesitate to send me an email: [vpomier@gmail.com](mailto:vpomier@gmail.com)**