

TOMB RAIDER: The Citadel

Confine greco-turco, anni '30. Prima dello scoppio della Seconda Guerra Mondiale, una squadra di archeologi riporta alla luce una tomba sconosciuta, poco lontano dal confine. Causa il secondo conflitto mondiale, il ministero vieta ogni ricerca e studio all'interno della tomba del guerriero sconosciuto, abbandonandola.

1998: Lara Croft, famosa archeologa, scopre il sito abbandonato. Entrandovi all'interno, la donna rinviene una pergamena scritta dal proprietario della tomba, un guerriero vissuto durante l'Impero Ottomano: dopo il suo pellegrinare per espiare i propri peccati, una squadra di soldati ottomani lo prende prigioniero, trasferendolo in una fortezza del deserto, una cittadella maledetta piena di misteri che nessuno ha mai potuto raccontare...

Ελληνοτουρκικά σύνορα, Δεκαετία 30. Πριν από την αρχή του Δεύτερου Παγκοσμίου Πολέμου, μια ομάδα αρχαιολόγων βρήκε έναν άγνωστο τάφο, μακριά από τα σύνορα. Λόγω πολέμου, το υπουργείου πολιτισμού απαγόρευσε κάθε έρευνα και μελέτη μέσα στον τάφο του άγνωστου στρατιώτη και τον εγκατάλειψε.

1998: Η Λαρα Κροφτ, γνωστή αρχαιολόγος, ανακάλυψε τον εγκαταλειμμένο τάφο του άγνωστου στρατιώτη: μπαίνοντας στον τάφο, η αρχαιολόγος βρήκε μια περγαμηνή με την ιστορία του ιδιοκτήτη, ένας πολεμιστής που έζησε κατά την Οθωμανική αυτοκρατορία: μετά από προσκύνημά για να εξιλεωθούν οι αμαρτίες του, μια ομάδα Οθωμανών τον κλείδωσε σ'ένα φρούριο της ερήμου, ένα καταραμένο κάστρο γεμάτο μυστήριο που δεν έχει δει ποτέ κανείς..

The Greek-Turkish border, 30 's. Before the outbreak of the second world war, a team of archaeologists brings to light unknown Tomb, not far from the border. Due to the second world war, the Ministry prohibits any research and study inside the tomb of the unknown Warrior, abandoning. 1998: Lara Croft, famous archaeologist, discovers the abandoned site. Going inside, the woman found a scroll written by the owner of the Tomb, a warrior who lived in the Ottoman Empire: after his pilgrimage to atone for their sins, a team of Ottoman soldiers takes him prisoner, transferring into a desert fortress, a Citadel damn full of mysteries that no one has ever been able to tell ...

SECRETS

Ci sono tre (3) segreti. Una volta raccolti, si sbloccherà il livello bonus

Secrets: 3 + Bonus Level

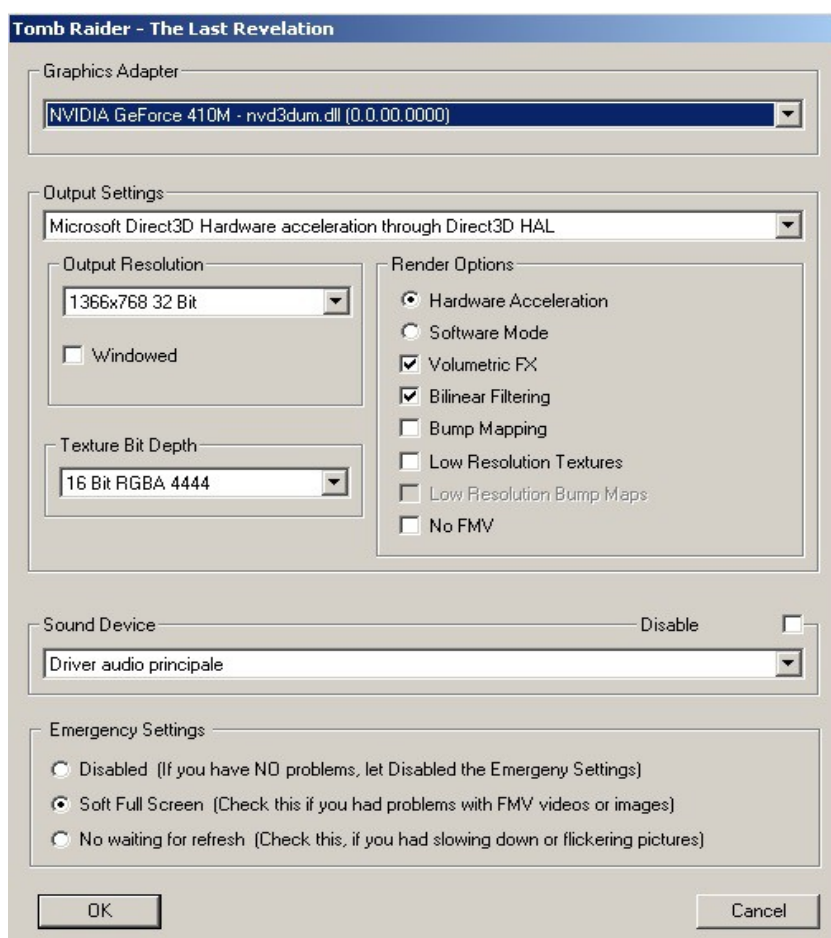
REPORTED BUGS

Quando raccogliete le Monete Bizantine (i segreti), questi non appariranno più nel livello "The Warrior's Tomb", ma ci sarà un vuoto all'interno dell'inventario. I segreti saranno conteggiati.

When you collect the Byzantine coins (the secrets), they will no longer appear in the "The Warrior's Tomb" level, but there is a gap inside the inventory. The secrets will be counted.

Υπαρχουν λιγα προβληματα με τα secrets, δεν θα εξαφανησουν απο το λεβελ Warrior's Tomb".

SETTINGS!



ATTIVATE I VOLUMETRIC FX e il SOFT FULL SCREEN

New Moves



Nella "Cittadella" non esistono medikit, usa le fontane per ripristinare l'energia.

In the "Citadel" there are no medikit, use fountains to restore energy.

Στο παιχνίδι δεν υπάρχουν medikits. πίνε το νερό στα αναβρυτήρια!



All'inizio del gioco sei privo di armi. Usa la combinazione di tasti CTRL (tenuto premuto) più le frecce direzionali, per sferrare calci contro i nemici.

At the beginning of the game you have no weapons. Use the CTRL key combination (held down) plus the directional arrows to kick the enemies.

Στην αρχή του παιχνιδιού δεν έχεις ακόμα όπλα. Πολέμησε με κλωτσιές κατά των εχθρών σου! Πάτησε το CTRL μαζί τα βελάκια του πληκτρολογίου!





CREDITS

TESTERS: LoreRaider, Siphon, Simone, Ranpyon, Syberia, DavideBre, GRiannis and DeltaTR

ENGLISH SUBS: LoreRaider and Ranpyon

GREEK SUBS: Me and GRiannis

DIALOGUE CORRECTORS: Nillc (Italian), Ranpyon and LoreRaider (English), GRiannis (Greek)

VOICES

Warrior's voice and sfx: DavideBre

Lara's voice: Ranpyon

Leonidas, Sultan and Merchant voices by DavideBre

Concubine, Priestess and Templar voices by Giusy D.

Prisoner voice by Melissa R.

Leonida's Spartan Warriors voices ripped by me from Rise of the Tomb Raider (Deathless Ones)

OBJECTS

Special thanks to EssGee and DjFull for granting me the use of the objects of the Persian Back to Basics 2016

Object credits from Back to Basics 2016 Persia.

BURNING_TORCH_ITEM, Oil Lamp – Jesus C.Croft

BADDY_2/MESHSWAP2, Turk2 – Bojrkraider

HORSEMAN, Chariot warrior – Psiko

CROWBAR_ITEM, Dagger of Time – Jesus C.Croft

BRIDGE_FLAT, – Bojrkraider

ANIMATING1, blue tiled tap – Jesus C.Croft

ANIMATING3_MIP, Iranian woman – Jesus C.Croft/ Bojrkraider

ANIMATING5, Persian flautist – Jesus C. Croft

ANIMATING7, Fawn open moving curtains – Sponge

ANIMATING10, Bright light flash – Jesus C. Croft

ANIMATING11_MIP, Tap water – DJ Full

EXTRA69, Hanging box room – Core -> Bojrkraider retexture

EXTRA96, Pots cushions carpet – Jesus C.Croft

EXTRA97, Persian carpet stall – Jesus C.Croft

Warrior: meshed by Lakota and Core Design, head by Horus-Goddess, hair by me and

Core. Textures by Lakota and from the Prince of Persia Warrior Within

Tomb Raider 2: Lara Sounds by stranger1992

Kurtis Trent Outfit by Po Yu (only animations)

Crossbow item and object pickup sfx: ripped by DavideBre from Rise of the Tomb Raider

Lara Croft: Classic Underworld Short Outfit by Po Yu

Greek Objects by Lakota (Used in my previous level "Road to Olympia")

Tomb Raider 2 cutscene animation ripped by me

Lara's Hair: Horus Goddess

Back to Basics WADS Northern Legends, Greece and Persia

Sword and soul reaver sword. Horus Goddess and THOR
Zwiebel-Dachkuppel / Dome. Juttae
Arabic Gates and Architectures ripped from Spyro 2 (Scorch level) by me
Byzantine Coin by LoreRaider, texture by me
Tomb Raider The Last Revelation Cairo's Levels (Citadel Gate, Chamber of Thulun, City of the Dead, Trenches, Street Bazaar and The Citadel) objects
Core Design's TRIV The Valley Temple, Coastal Ruins and Citadel Gate original projects
Demoness by Horus-Goddess modified by me
Isis Guide LCTOO by Mrshina
Sunset Horizon (Steampunk Style) by Level NextGen (modified by me, Delta TR and Ranpyon)
Kick animations by A_De
TR5 cutscene animations by sapper
TIMES cutscene animations by sapper
Tomb Raider IV Cutscene animations by Sapper
Title Flyby Standing Animation by Matie
Lara Standing Animation for Title (Like TRL) by SrDanielPonces
Graphics for bars by A_De (modified by me)
Prince of Persia Sands of Time, Warrior Within and The Two Thrones textures by illyaine (modified by me)
Prince of Persia the Forgotten Sands textures ripped by me
Lara Croft Relic Run textures ripped by Delta TR
Tomb Raider 1-2 IOS textures by Roli
Fountain script animating by Delta TR
Rise of the Tomb Raider textures ripped by me
ROTTR inspired textures by me
Classic Core Design textures and object
De Lorean time machine ripped and texture by me. Animating fixed by Apophyse
Tomb Raider Anniversary textures ripped by me
Various textures ripped from Xena Warrior Princess and Google
Falling Sword. Anniversary by lathander
Ancient Greek Skeleton by The Cowboy
Excalibur Set by Laras Boyfriend
Give Away Plant set 1 by teme9
Jump switch that resets by Piega
2 Ferns and Ivy by teme9

Nature package by teme9
Lion Fountain by Piega
TRA spikes by maax_87
Shackles by trplayer
Shisha Waterpipe by Silent Viper
Candles by TifaNazah
Dagger of Xian Pickup by TOTB
Hand-to-Hand Combat by Johnny
Archer Statue Pushable by TifaNazah
Cats by Squidward
Camp Fire 2 by Trinity
Abandoned Building by Trinity
Rusty Lattices by karlo002
Parallel_Bar NG 02 by xX_Alexis_girl_Xx
Castle Wall by Trinity
Food Vendor by Trinity
Bags of bones by Trinity
Dayport Wad by Trix
HQ Horizont Set by Mr XY

MUSICS:

Misirlou/classic sound (Intro)
Classic TR4 sound (Intro)
Prince of Persia 2 Thrones, Warrior Within, "Ghosts of Khusuf" from Lara Croft Relic Run
ripped by Delta TR, Rise of the Tomb Raider "The Ancient Cistern" and "Tomb Raiders" by
Derek Fletcher, sound from PoP Warrior Within (Khusuf Citadel)
Primal, Magic Knight Rayearth "Cizeta" and Rise of the Tomb Raider (Citadel's Gate)
Burying The Past from Xena Warrior Princess and Prince of Persia the Two Thrones
(Leonida's Lair)
"Trapped Away" from Prince of Persia The 2 Thrones (Citadel's Gate Intermezzo)
Epic Persian battle music – At the Gates of Babylon by Antti Martikainen (Warrior's Tomb)
Peter Gabriel – The Feeling Begins (De Lorean intermezzo)
Voice of God from Saint Seiya Soul of Gold (Home sweet Home)
Heima Thurs– Vikings OST, The Deathless Prophet and various OST from Rise of the Tomb
Raider and TR4 (Citadel's Neighborhood– Bonus Level)