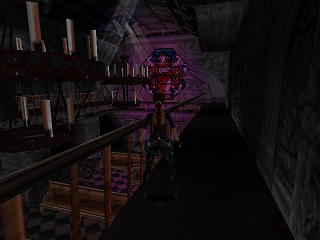
**TEMPLAR’S SECRET**



Story

A powerful artifact lays within an old abandoned church in Scotland, inside a secret vault builded by the templars to hide the precious stones and mystic figures they stole during the crusades. The key to that vault was lost in time, until a recent discovery of a templar’s scepter was made. Lara knew right away this scepter has to be the key, but she couldn’t just ask for it or risk to spread the news so other tomb raiders would find out. So she is prepearing a trip to Paris to stole the scepter from the high security museum where the exhibition is taking place.

There are 10 secrets.

What to expect

This is an early release, although it’s finished and fully playable, the adventure will not finish here. More levels will be added in the final version and these 4 may go through some changes as well. I don’t know how long will take me to complete it, I do know that from now on my time to work on this project will be reduced (that is why I wanted to release the progress so far), but I intent to continue until the end.

Levels

**Midnight in Paris** [*3 secrets*]

Lara just arrived to Paris and she needs to find a way into the museum where the scepter is kept, but it is a heavily patrolled area of the city.

*Originally, this was supposed to be a TR2 Venice level (funny how things change over the flow) but the TR2 engine couldn't take so many textures and presented serious limitations. So I modify the design to fit it in a TR3 format (which works better for city levels) and change the textures so they would be more appropriate, leaving the Venice level for later.*

**The Museum** [*3 secrets*]

Once inside, Lara must be careful with the guards because they might turn on the security lasers or call more guards. As soon as she reaches the scepter, she’ll need to find a way out.

*This level is a remake of a previous stand-alone version I designed in 2013 (which I never released), inspired by AOD's "Louvre Galleries". I felt the TR3 engine had enough material to create a strategic game-play, where you need to think twice before you go running around shooting guards.*

**Industrial Zone** [*3 secrets*]

Pursued by the French police, Lara hides inside the factories trying to lose them and continue with her quest.

*I always wanted to make a level with the "Thames Wharf" style, as London was my favorite adventure of TR3. So here it is, but taking place in Paris, not London.*

**Abandoned Cathedral** [*1 secret*]

Lara travels to Scotland where the cathedral is, to open the vault and face the guardians before getting the artifact within. But the church is also taken by a band of criminals called “the damned” that made it their hideout.

*This is the only level I started building with absolutely no idea of what to do. I really did design it as it goes along, but I have plans for it in the final version.*