

A Level by MpGrill



THE STORY

While being on a trip into the nature Lara accidentally discovered a strange cottage in a calm valley. She instantly felt drawn to explore it, but soon she will discover that an evil presence is controlling the whole area and trying to stop her from getting further.

LEVEL INFO

Author: MpGrill

Level number: 10th

Playing time: 100 minutes (+ 20-30 minutes for secrets)

Beta testers playing time: 2 – 4 hours

Secrets: 9

Difficulty: easy to medium (secrets including some hard to very hard parts)

Alternative ending: Yes ! (unlocks when collecting all secrets)

Number of levels: 1

Banana jumps required for finishing the level: 1

Fixed cameras: 1 (at the ending)

Beta testers: Titak, Dutchy, Gerty, raidertom, LoreRaider

(special thanks to them !)

PROJECT INFORMATION

Building time: 10 months

Rooms: 255 / 255

Triggers: 512 / 512

THE DIARY

Lara will find a diary that tells the story behind the cottage.

The diary is also a communication tool with an unknown person that is sending Lara her thoughts. Some of them are already written, but some are latter added how the level progresses.

The diary doesn't really hold hints for the player, instead serves more as a background story teller.

The last page of the diary will only be added if all secrets are collected and if the player reaches the alternative ending.

THE SECRET SIDE QUEST

The player can find 9 secrets hidden around the level. Some of them are very easy to get, but some include very hard and tricky gameplay. Unexperienced players will probably have problems getting them all.

All secrets are connected. Missing one of them will prevent the player from getting one of the secrets after.

Collecting all secrets unlocks an alternative ending including the last page of the diary.

KNOWN BUGS

1. One beta tester reported game crashes while reading the diary on Windows XP. Another beta testers had no problems with the diary on windows XP. Tipp: try different compatibility modes on the tomb4.exe setup (right mouse click) and run the game as an administrator. If you having problems please contact me.

2. Some pushblocks can be pushed through objects. The level doesn't requires long pushing or any non-predictable puzzles with the pushblocks.

CONTACT INFORMATION

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Thank you for downloading and playing my level !