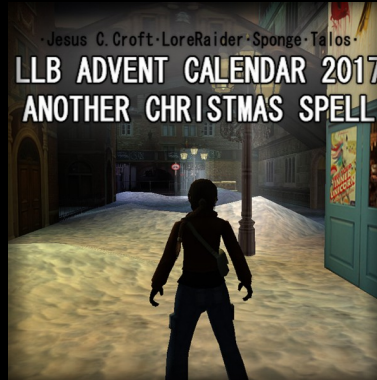


Another Christmas Spell

TR Custom Level by

Jesus C. Croft & LoreRaider & Sponge & Talos



Story:

English:

Lara was strolling through Oxford when she received a call from a friend at the library. Her friend sounded very distressed because she is locked in a room at the Bodleyan Library. The room temperature has dropped and scary noises have been heard around the hallways of the library all day. Lara is convinced the place is haunted by a restless spirit! Maybe someone has disturbed the peace of the dead in the crypt underneath the building?

Deutsch:

Lara machte gerade einen Spatziergang durch Oxford, als sie von einer Freundin angerufen wurde. Ihre Freundin klang verängstigt, denn sie wurde in einem Raum der Bodleyan Library eingesperrt. Die Raumtemperatur war merklich gefallen und in den Hallen waren schon den ganzen Tag schauerliche Geräusche zu hören gewesen. Lara ist überzeugt, dass der Ort von einem rastlosen Geist heimgesucht wird! Hat womöglich jemand die Ruhe der Toten gestört in der Krypta unter dem Gebäude?

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The Level:

This level was built for the Lara's Levelbase Advent Calendar 2017 as a team project. The complete package will be made available in the Stuff section at Lara's Levelbase, so please be patient and do not rip any material from the level. Please just play to enjoy!

Credits:

It took a bunch of people to make this TRLE project possible. I tried to list them all, but in case I missed someone: Thank you!

Textures:

Eddy (Kuddie Monster Tag)

Sponge (Gothic and Oxford Textures)

Talos (Wooden Panels & Bookshelves)

Tomb Raider Angel of Darkness

Music & Audio:

Core Design (022, 023, 027, 028, 029, 032, 033, 034, 107)

Crystal Dynamics (025, 026, 030, 031, 108)

Many thanks to **eddy**, who provided us with a selection of jingles for this project (001 – 019, 036, 098, 104).

Jesus C. Croft (024, 035)

Sponge (020, 021, 032, 033, 105, 106)

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Objects&Animations:

Adventskalenderteam 2003

(Falling Blocks, Animating9 Garlands, Architecture9 Garland, Ex13 Bird)

BtB2015 Greece Pack

(Animating6 Cat, Animating6_MIP Cat [retextured by Sponge])

Codo

(Key12)

Core Design

(Rollingball, Polerope, Puzzle5 sack, Key1, Double Doors [animated by Sponge], Bridge Flat1, Bridge Tilt 2&3, Animating5 ball, Animating8_MIP Statue, Animating11 [remodelled by Sponge], Target Graphics, Architecture5 Firewood, Debris5 Couch, Ex21-27 Decoration, Ex58-61 Decoration, Ex63 Angel [remodelled by Sponge], Ex64-98 Decoration)

Dino

(Debris1-3 Snow Plants)

Golden Dawn

(Animating7_MIP NPC [remodelled by Sponge])

Sponge

(Pistols, Flares, Crowbar + Animations, Torch + Animations, Guide & Meshswap2, Wraith, Floor Trapdoor, Oneblock_Platform, Raising Block, Puzzle2 Book, Puzzle3 Trumpet, Puzzle4 Magic Book, Puzzle7 Plate, Puzzle8 Dreamcatcher, Puzzle11 Apple, Key10, Pickup1 Coin, Construction Worker NPC, Switch2, Switch3, Lever Switch, Jump Switch Trumpet, Crowbar Switch, Door1, Door2, Door3, Door4, Door6, Door7, Door8, KockDoor1, God Head, Load&Save Book, Gunshell, Gunflash, Waterfall1, Planet Effect, Animating1_MIP Torch, Animating2 Piano, Animating3_MIP tree, Animating4 NPC, Animating4_MIP tree, Animating5 Cat [retextured by Talos], Animating10_MIP Effect, Animating12_MIP Skeleton, Binocular Graphics, Plant0 Throne, Plant1 Vault, Plant2 Doorway, Plant3 Niche, Plant4 & 6 Archway, Plant7 Ropes, Plant8 Collision, Custom Sprites, Furniture3 Pedestal, Furniture4 Desk, Debris6 Vault, Debris7 Bannister, Dbris9 Ledder, Debris9 Trapdoor Frame, Ex0 Platform, Ex1-7 Columns, Ex8 Cage, Ex11-12 Fence, Ex18 Lamp, Ex19&20 Boxes, Ex30 Platform, Ex31 Table, Ex32 Archway, Ex62 Hoghead, Ex99 Roof)

Talos

(Animating3 NPC, Architecture3 Car, Architecture4 Table, Shatter0 Present)

TifaNazah

(Crossbow, Small Medipack Fries, Architecture0 Present, Architecture1 Presents)

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Jesus C. Croft

(Animating1 Table, Animating8 Table, Aimating9_MIP NPC, Furniture1&2 Candles, Furniture3 Books, Rock4 Presents, Rock5-8 Pictures, Rock9 Slay, Ex28 Grass)

teme9

(Ex16&17 Light, Ex29 Spiderwebs)

LarasBoyfriend

(KEY_ITEM3)

maax_87

(Rock1-3 Bookshelf Stuff)

mike quahe

(Furniture9 Books, Architecture7 Books)

Nadine/Horus

(Pushable Harp, Door5, Animating2_MIP Picture [retextured by Sponge], Animating7 Lamp)

Ranpyon

(Trapdoor1)

Silent Viper

(Horizon)

Trangel

(Debris4 Couch)

Trinity

(Binoculars Camera, Animating12 NPC [remodelled by Sponge], Furniture5-8 Bookshelves)

trix

(Architecture8 Logs, Shatter2 Barrel, Ex10 Stairs, Ex15 Streetlamp)

Undying Pack

(Big Medipack)

Uranos1

(Cogswitch book + Animations, SAS_Drag_Bloke Carpet, Crossbow Ammo & Bolt, Lasersight)

White Tiger

(Ex14 Well)

Zolee

(Standing Animation)

???

(Plant9 Boockshelf, Rock0 Papers, Architecture2 Bush, Architecture6 Tree, Debris0 Chandelier, Ex9 Bench)

Unfortunately I lost track of where those originally came from. To whoever made these objects, and anyone I forgot to mention - thank you, too!

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December 2017,
Mario / Sponge

Disclaimer:

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