

The Dragon Pearl

STORY:

- *English version* -

It is said that, in the middle of the Japanese mountains, a precious and secret pearl is kept. The legend says that it confers the powers of a dragon to those who possess it. But it seems that a dark shadow impends over this artifact... So Lara travels to Japan to investigate. But she has to be careful and take advantage of the darkness of the night in order to pass unnoticed by the ninja guards.

(There are 4 secrets to find: 3 Daruma dolls - first level - and an Omamori - second level)

- *Italian version* -

Si racconta che, in mezzo alle montagne giapponesi, sia custodita una perla preziosa e segreta. La leggenda dice che conferisca i poteri di un drago a chi ne entri in possesso. Ma sembra che un'ombra oscura gravi su questo artefatto... Così Lara va in Giappone ad indagare. Ma deve fare attenzione e approfittare del buio della notte per passare inosservata agli occhi dei ninja guardiani.

(Ci sono 4 segreti da trovare: 3 bambole Daruma - primo livello e un Omamori - secondo livello)

LANGUAGE:

This game is provided in English but, if you are Italian, you can change the script language file ("English.dat") and the 105 audio file (Audio/"105.mp3") with the Italian ones. Just replace them with the Italian files that you can find in the "Languages/Italiano" folder.

FONT:

In the game folder you will find two new Windows fonts ("Dancing Script" and "Kaushan Script-regular") in order to display the load/save panel writings as they are meant to be viewed. Please install them: simply put the files into your "Windows/fonts" folder.

BUGS, ANOMALIES AND ADVICES: (READ CAREFULLY!)

- If you start the game with a resolution lower than 1280x1024 the loading screen won't be shown (I don't know why).
- Don't save while you're opening a door with a key! If you'll reload the savegame the door won't open.
- When Lara is facing a wood wheel, it's possible that, if you press the action button in front of it, Lara doesn't do anything. If it happens, save and reload.
- There's an issue with the savegames: sometimes the game keeps in memory the old saves. It is enough to go to the title and reload from it.
- You begin the game with the revolver (Desert Eagle) and the lasersight.
- You have limited ammo, use it wisely!
- Is it possible to get out from the kayak in a 1-square wide space: just stay close to the wall to your left (or to your right) as much as you can, and get out from the opposite side.
- Sometimes the kayak goes oddly vertically without any reason: simply move it and it will return into the right position.

NEW MOVES:

Jump to upper ledge: when Lara is hanging from a ledge or from a wall, she can grab the ledge above her. Just press the jump button and she will reach the upper ledge; press the action button for grabbing it.

Monkey to overhead ladder: towards the end of the second level, Lara will found herself hanging from the ceiling, facing a hole in it and an opened trapdoor. Stay close to the hole edge as much as you can, then press the jump button: Lara will turn and grab the wall above her.

CREDITS:

- *Objects* —

(*Movables*)

Outfit: PoYu and Horus-Goddess

Ninja: Back To Basics Khmer, me

Snake: Geckokid

Koi fish: me

Lying skeleton: LGG-Production

Dragon: Core Design, me

Trapdoors: Core Design, me, Elio, Back To Basics Asia

Dry tendrils: Karlo002 (I've modified the textures)

Bamboo Polerope: Core Design, textures by Teme9

Pushable vase: me

Wall-mounted blade: Back To Basics Asia

Slamming doors: Core Design, textures by Textures.com

Daruma doll: me

Oni Mask: me

Gong: me, Core Design

Gong hammer: Core Design

Pearl: Sponge (I've modified it)

Magatama puzzle: me

Fan puzzle: Back To Basics Asia (I've modified the shape and the textures)

Wheel puzzle: Core Design, me, textures from Back To Basics Asia

Diary: Sponge

Keys and key holes: Sponge

Scroll: me

Torch: Sponge

Pushable switch: Back To Basics Asia

Switches: Core Design

Underwater switches: Back To Basics Asia

Bell: me

Lever switch: Back To Basics Asia

Jump switch: Back To Basics Asia

Chain: Back To Basics Venice

Sliding door: me

Big doors: Me

Gates: me, Trinity

Red doors: me

Pistols: TRangel

Desert Eagle: Danilo

Uzis: TRangel

Shotgun (not used): Elio

Medipacks: Lara's Boyfriend, me

Binoculars: Back To Basics Khmer
Horizon: Me
Compass: Me
Load&Save Item: Maax_87
Flares: Me
Zipline: Back To Basics Venice (I've modified it)
Shuriken: me
Moving painting: me
Moving roof: me
Rotating golden dragon: Teme9, me
Big Golden dragon: Lara's Boyfriend
Jumping pad: Core Design (textures from Back To Basics Asia)
Parallel bar: Trinity
Kayak: Core Design (Tomb Raider 3)

(Statics)

Japanese lamp floor 1: TifaNazah
Japanese floor lamp 2: Underhoe
Wood column: me
Shuriken shooter: Core Design
Wooden ladder: Elio
Ladder: Back To Basics Asia
Cliamble branch ladder / hanging branches: me
Beam: Back To Basics Asia
Fire bowl: Back To Basics Greece (I've modified the textures)
Wooden banisters: Back To Basics Asia, me
Japanese signs (rotating and static): me
Grass: Core Design
Japanese stone lamp 1: me
Japanese low stone lamp (yukimi): <http://edogoyomi.art.coocan.jp>, me
Japanese lamp: me
Japanese hanging lamp 1: Maax_87
Japanese hanging lamp 2: me
Japanese wall lantern: me
Small table 1: Back To Basics Asia
Small table 2: Underhoe
Hanging flags: me
Pedestal: Back To Basics Asia
Rocks: Back To Basics Asia, me
Swamp plant: me (I've remade it)
Bonsai: Underhoe
Bonsai in vase: Back To Basics Asia (modified by me)
Wall bonsai: Bekim (I've changed the textures, always from Bekim)
Bonsai with a hole: Underhoe (modified by me)
Cherry tree: Teme 9, me (I've changed the textures)
Small cherry tree: me
Waterlilies: Teme9
Stone steps: =DeMos=
Wooden steps: me
Wooden steps 2: Back To Basics Asia
Hanging vines: Back To Basics Northern, Core Design, me
Hanging ivy: me
Wall ferns: Teme9
Shogi doors and upper panel: me (textures from No One Lives Forever 2)
Shatterable signs: me

Spinning blade: Core Design (I've changed the textures)
Bamboo wall: me, Uzi_Master
Bamboo: Teme9
Door frame: Back To Basics Asia
Temple red parts: me
Wall torch holder: Core Design, Sponge
Wall scroll: me
Wind chime: Friendly Sponsor (from No One Lives Forever 2)
Vase with orchids: No One Lives Forever 2
Roots: Back To Basics Khmer
Spiderwebs: Teme9
Buddha statue: Back To Basics Khmer, me (I've changed the textures)
Floor pillow: me (textures from No One Lives Forever 2)
Small cupboard: Friendly Sponsor (from No One Lives Forever 2)

(Sprites)

Underwater Raider, Mike Quahe, Silent Viper, Horus Goddess

- Textures -

Core Design, Crystal Dynamics, Complex Simplicity, Textures.com, No One Lives Forever 2, Horus (Tilunin.de), Tombcool (for TRL textures), Trinity, Deskj, me.

Note: Two roof textures are made by me, but inspired by two textures from Geckokid's "The Beginning" level; some wall textures are made by me, but based on MissKroft's textures in "Hanami in Kyoto" (I've remade them from scratch in HD format).

- Animations -

Running & Stumble after a fall: Geckokid
Jump to upper ledge: Geckokid
Pulling up: Back To Basics Greece
Monkey to overhead ladder: Krystian
Swinging on Parallel bar: me

- Sounds & Musics -

Lara's steps sound: TR Legend
Lara's cough sound: TR Anniversary
Underwater ambience sound: TR Anniversary
Cave ambience sound: TR Underworld
Tomb Raider Japanese title theme: Core Design, arranged by me
Music from Okami videogame ("Kaguya's Journey", "Oni Island", "The Sun Rises", "Princess Sakuya")
"Honor of The Samurai" by Derek & Brandon Fiechter
"Seiryu Arawaru" from Bakuten Shoot Beyblade
"Tenkū no Kodoku" from Gear Fighter Dendoh

I'm afraid I've forgotten someone...if so, I didn't want to! Please let me know if I've forgotten you!

- Dubbing -

Lara's voice: Melissa
Dragon's voice: DavideBre (Italian), Sponge (English)

- *Tools* -

WadMerger, Fragmotion, Reaper (+ Sforzando plugin), Audacity, Photoshop CS2, Gimp, TBuilder, StrPix, Flep, Metasequoia, Meta2TR, TRNG Crypter.

- *Beta Testers* -

DavideBre, LoreRaider, Talos

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And thanks to you too, obviously!

~ Ranpyon

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