



Story

One afternoon a mysterious monkey appears in Croft Manor. Suddenly the monkey transforms into a human. He is one of the guardians of a secret island near Cambodia and he desperately needs Lara's help. The island guards many mysterious things, but the most powerful and dangerous is an ancient artifact called The Golden Monkey. An evil group of people have found the island and it is only a matter of time before they reach the artifact. In the wrong hands it has the potential to cause devastating damage. The Guardian pleads with Lara to find The Golden Monkey before it's too late.

Be warned, however, the monkeys on the island are protected by strong magic, killing even one will inflict a horrible curse that steals your soul.

New Moves

Ledge jump up:

Press Alt (Jump) to jump up then Ctrl to Grab

Ledge Hang Back flip:

Hold Ctrl (Action) + Press Down arrow

Secrets

There are three (3) secrets in this level.

Things to Know Before Playing

- No installation required. Just click tomb4.exe to play this level.
- This level uses FLEP patches which some antivirus programs see as a threat. This is a false positive. If your antivirus program causes problems, disable it while downloading this level and add the tomb4.exe to the exceptions list in your antivirus program. I don't recommend replacing tomb4.exe file to another.
- This level is not really meant to be played on Windows XP and CRT monitors. If you do use outdated systems, please keep this warning in mind. Also, if the level appears to be too dark for you, please calibrate your display, or consider using a better quality display.
- When Lara throws the torch away, the fire disappears and it attaches itself to a random animating object. To prevent this throw a torch into water when you are done with it.
- Laser Head may cause random crashes. If this happens just reload your save.
- "Ghost flames" may appear on screen.

Credits

Level:

Dino

Voice Actors:

Lara - Greenkey2

Monk - Ceamonks890

Winston - Ceamonks890

Music:

FearEffect

Core Design's Tomb Raider games

Renders and logo:

FearEffect

Animations:

Runnig animation - Joey Quint

Faster Shimmey - GeckoKid

Ledge jump up and Ledge Hang Back flip - GeckoKid

Beginning cutscene standing animation - LevelNextGen

Ending cutsceme animation - Krystian

Sounds:

Caesum (Forgotten Remnants Resources)

Tomb Raider Angels of Darknes

Textures:

The Back to Basics 2014 Khmer Empire Package Team

Many textures made from original images taken on location at Angkor Wat by chronicles 5

Original textures - Horus

CG Textures - Cambodia, sand, rock, some metal and wood textures

Textures sourced from other games - GUN, Prince of Persia, Just Cause, TR Underworld

Textures created from screenshots from other games - Indiana Jones, Emperor's Tomb and TR Survivor.

Seamless texture editing - EssGee, Sponge, Bojrkraider, Horus

Laras's Home textures - TRJTA

Objects:

Lara's outfit - Axelia

The Back to Basics 2014 Khmer Empire Package Team:

Sponge, Fluen, Bojrkraider, Teme9 , KurtisandLara, TheTiger, eTux, Chronicles5 and Horus

Additional objects:

Tiger - Mrshina

Quad bike - EssGee, Titak and Krystian

Baboon - Michiel (Tomb Raider 3)

Laser Head - LGG-PRODUCTION (edited by me)

Kitschen objects - George Maciver and Cowboy

Winston - Tombraider95 (I'm not sure who made it orginally.)

Lara's Home objects - usuki_frenzist

Tools:

TRLE - Core Design

TRNG - Paolone

FLEP - lwmt and Delta

WADMerger - Michiel (updated by Paolone)

STRPix - Turbo Pascal and Sapper.

Metasequoia - O. Mizno

TRLE Sound Editor - Sapper

Meta2TR - meta2tr

Audacity

PhotoShop

Illustrator

Plugins:

ClassicInventory - JMN

AkyVMix02 - AkyV

I'm sorry if I forgot someone!

Special Thanks

Beta Testers:

Klona

Malte

Dutchy

Gerty

LeelooBastet

Thank you guys for testing my level multiple times!

FearEffect - Thank you for creating renders and awesome soundtrack for this level!

Greenkey2 and Ceamonks890 - Thank you for doing voice-overs for this level!

TheTiger - Thank you for finding me royalty free ambient music!

I want also to thank all people who have helped and supported me on the forums and other places. Without you this level would have never been released.

Contact Me

If you have anything to ask or I forgot you from credits you can contact me via email:

dino.14@hotmail.com

DISCLAIMER

This level was not made and are not supported by Core Design Ltd., Eidos Interactive, Crystal Dynamics and Square Enix.

This level must be distributed free of charge.

HAPPY RAIDING!

Dino