

# **TOMB RAIDER**

# **LOST IN THE AMAZON**

## **CREDITS**

### **Levels built by Reggie**

### **Textures**

Core Design  
Modifications by  
Reggie

All textures use Core Design original textures as a base with recolouring, resizing, cropping, additions and transitions by Reggie

Due to number of modifications, details on individual textures available on request.

### **Music**

All tracks from Core Design, composed by Nathan McCree and Peter Connelly  
'Easter Egg' track from TV Love Productions

### **Testers**

Klona  
Lore  
Dominik

### **Objects**

### **Lara Model - Jointed TR2/3 Classic outfit**

Originally by Core Design  
Modified by Raider99

### **TR2 Gold 3D secrets**

Dark Death

### **Inca Relic Puzzle**

karlo002  
Modified by Reggie (Amazonite version)

### **Armoury weapons puzzle**

Original objects by Core Design  
Merged and modified by Reggie

### **Item Chest (Sarcophagus slot)**

By Reggie

### **MP5 Item (Crossbow slot)**

Based on M16 by Teeth, sounds merged applied from TR5, lasersight scope made from original TR3 mesh using metasequoia, damage and ammo modified by Reggie.

### **‘TR3 style’ Binoculars and Compass**

Originally by Core Design  
Modified by Reggie

### **Save and Load icons (Passports)**

By Reggie

### **Slinc Helicopter**

Originally by Core Design, TR2  
Modified by Reggie

### **Gun Turret tent and turret**

Tent cover originally by Core Design, TR3  
Turret by Reggie made in Metasequoia, texture from TR4, modified

### **Forklift**

Originally by Core Design  
Retextured by Reggie

### **Classic style treetops**

By Reggie, textures from Core Design

### **Peruvian Hanging Medallion**

BTB 2008 Peru

### **Floating Water Debris**

By Reggie, objects originally by Core Design, merged and modified

### **Flying Parrot**

By Reggie based on Pigeon object from BTB Venice 2010

### **Stone steps**

By Reggie (Mesh by Core Design)

### **Amazonite and Gold Idol platforms**

By Reggie (Meshes by Core Design)

## **Heliport Boxes by Core Design**

Modified by Reggie

## **Giant Idol Head by Core Design**

Mesh and textures modified by Reggie

## **Underwater mines**

By Reggie

## **Shatter Targets**

Modified by Reggie

## **TNT Boxes**

By Reggie

## **Kayaks and Paddles**

Originally by Core Design, paddle meshes modified and retextured by Reggie

## **Storage sacks**

By Reggie

## **Bananas**

Originally by TifaNazah

Retextured by Reggie

## **Blood fog object**

Reggie

## **Wooden Fence Object (tied with rope)**

Originally by Core Design

Modified by Reggie

## **Metal Barrels**

By Reggie

## **TRC Rome Fence and Door**

Mesh Modified by Reggie

## **All Peruvian Amazonia Trapdoors**

By Reggie

## **The Hatch Trapdoors**

By Core Design (TR3)

## **Pushblocks (Peruvian Amazonia)**

Modified by Reggie, Modified TR1 Texture, TR3 India Texture

### **Teeth spikes**

Modified by Reggie (retextured Catacombs spikes with Cambodia spike textures and resized)

### **Falling block and Falling Ceiling**

Modified by Reggie using original or modified original textures

### **Polerope**

Modified by Reggie

### **Rollingball**

Modified by Reggie

### **Temple Key**

Modified by Reggie

### **Security Card**

By Reggie

### **Clockwork Mouse and Clockwork Mouse puzzle items**

By Reggie using mouse mesh from TR3, Core Design and winding key mesh from TR4

### **Pull switch**

Modified by Reggie

### **Slinc worker and all crowbar related meshes**

TR3 crowbar mesh merged with Slinc worker model, Lara anim model

### **Panther**

Based on TR3 Tiger Model, retextured by Reggie

### **Golden doors by**

Reggie, modified textures from TR3 Lost Artifact

### **Crawlspace raising door, India version**

Modified TR3 Nevada Door using TR3 Texture, modified by Reggie

### **Breakable Wall by**

TifaNazah, retextured by Reggie using TR3 India textures

### **Kickable Wall**

Level 1: Originally by Core Design, TR5, retextured using modified TR3 India texture by Reggie

Level 2: Originally by Core Design, TR5, retextured using modified TR3 Nevada texture by Reggie

### **Bridge flat and Bridge tilt (steps)**

Originally by Core Design, TR5, retextured using TR2 Barkhang textures by Reggie

### **Ahmet**

Modified by Reggie

### **The Hatch Mutant**

Modified by Reggie (Textures and Meshes)

### **The Hatch Falling Ceiling**

Modified by Reggie using Nevada (TR3) and Shakespeare's Cliff textures (TR3 LA)

### **The Hatch Falling Block**

Modified by Reggie using Nevada (TR3) textures

### **The Hatch Polerope**

Modified by Reggie using Nevada (TR3) textures

### **Supay Key**

Modified by Reggie

### **The Hatch Electricity wires puzzle**

From BTB Venice 2010

### **Supay Key, Key Hole**

Modified by Reggie using TR3 Mutant textures, recoloured

### **Big Push Switch and Switch Surround**

Switch Modified by Reggie using Metal Gear Solid 1 texture, recoloured  
Surround mesh from TR4, modified using Tr3 Nevada Texture

### **Mutant Goo covered Door**

TR3 Nevada door modified by Reggie using TR1 Atlantis texture, recoloured

### **Office Desks**

TR3 Antarctica Desks  
TR2 Great Wall Laptop  
Metal Gear Solid 1 Textures  
Mesh modified and retextured by Reggie

### **Office lights, The Hatch**

Merged TR3 Nevada lights with TR5 Russia light beam

### **Computer servers**

Meshes by Reggie, textures from Metal Gear Solid 1

### **Shatter Window object**

By Reggie using TR3 Nevada texture

**Special thanks**

Klona

Lore

Joey

DanielPonces

Raider99

For providing advice as a builder on a wide range of issues which would have otherwise made this project impossible to complete on time.

Raider99 big thank you for providing the jointed TR2/3 classic outfit!

Also a big thank you to Monty and his team for developing Tomb Editor which drew me to TRLE for the first time in February 2019 and which is opening the way for further innovations in level building for all.

And finally, thank you to Agent for hosting this Create a Classic competition.