

## **Fading Light 2**

By Michael Allan (aka Cowboy)

### **Story**

While rearranging her library, Lara discovers an old book which contains secret knowledge concerning the fabled fountain of youth which is said to be located somewhere in the Caribbean. Excited, she quickly prepares for another adventure, unaware of the horrors that await her in the darkness...

### **New Moves**

New animations/moves created by Titak, Geckokid and Symsi. New move instructions by EssGee from Coyote Creek2 manual.

#### Ledge jumps

When hanging from a ledge, press arrow down to make Lara jump backwards.  
Press arrow up to make her jump straight up.

#### Swingpole

When grabbing the pole, keep pressing arrow up to make Lara start swinging around right away. If you let go of arrow up when grabbing the pole she'll hang still.

#### *While swinging around:*

Press ROLL to make Lara turn around.  
Press arrow down to make her stop swinging around.  
Press JUMP to make her jump off with a somersault.

#### *While hanging still:*

Press ROLL to make Lara turn around.  
Press JUMP to make her climb up onto the pole and jump off. (jumping distance is shorter than when she jumped off while swinging around)  
Press arrow up to start swinging around.  
Press arrow left or right to shimmy sideways on the pole. This is not possible in all levels.

#### Water to ladder

You can climb up onto a ladder when swimming on the water surface.  
Face Lara towards the ladder, getting as close to it as possible, and simply press action and arrow up to make her grab the ladder.

#### Monkey bars to overhead ladder

Lara can go from monkeybars to an overhead ladder at the end of the monkeybars.  
Position her at the very edge of the monkeybars, with Lara's back to the monkeybars.  
Press JUMP to make her turn around and grab the ladder above.

### **Game information**

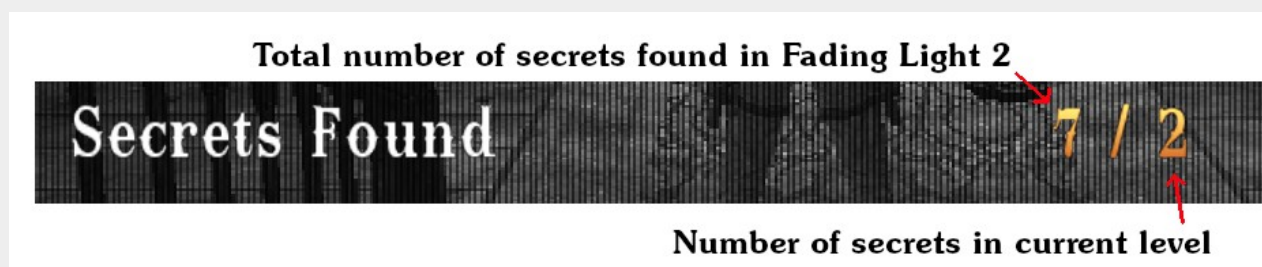
#### Pop up images

From time to time, in-game notes will appear on your screen giving useful information for the game. Press Esc to exit the note screen.

#### Secrets

The Secrets found in the statistics screen (button P on the keyboard) in Fading Light 2 have been

changed thanks to NGLE. The screen now reads how many secrets found in total and how many are in current level. See diagram below.



### Warning/ known issues.

#### Toy Train/ (Clockwork beetle)

The toy train found in the “shadows of opulence” level can only be used 3 times before it is destroyed. If the train object is used on one of the special squares after a save has been reloaded (see below), it will count for one of these sequences even if it has already been used on that tile and thus, when it is needed for another sequence it will not be possible to get past the spikes later in the game. **Make sure that the train is only used once per special tile** (see below).



#### Game on win xp

XP users may have crashes/ game freezes when accessing the diary. Renaming the 'Pix' folder will allow players to continue the game.

#### Water firing animation bug

If the hotkeys for the shotgun (2) or grenade gun (5) are pressed while Lara is on the surface of the water, Lara will go into an firing animation loop. Diving down back into the water will fix this and no ammunition is lost.

#### Minimizing game

Minimizing the game while playing may cause problems for some users. Certain pop-up image prompts may not display, including the cutscene text plates. To solve this, make a full exit then relaunch the Tomb4.exe. If the game appears frozen it could be a pop-up image no being displayed and not the game crashing, just press esc to resume the game.

### Credits

#### Beta testers

Dutchy  
Gerty  
José  
Paul Allan

#### Voice-over artists

Lara: Shannon.C (Casting Call Club)  
Blackbeard/Winston: Ceamonks890  
Priestess Villette & Milady.D: Louisa Allan  
Captain Graves: Zimbo (Casting Call Club)  
McAlister: Paul Allan

#### Objects & miscellaneous

Cowboy: (most objects, enemies, medi-packs & harpoon gun items)  
Titak (CC2 Lara & most weapons, compass, binoculars, save & load items, new animation script)  
LGG Production: (scuba Lara outfit)  
Core design (Various sounds, objects and textures)  
Crystal Dynamics (Various sounds and textures)  
Piega (Chandelier)  
Female Ghost made by me Cowboy using the btb2010 ghost animations by Kerstin Schlott (Codo) & Core Design.  
Bashar: (animations, Lara walking.)  
Tomb Laraider (TRA landing animating)  
TifaNazah: Orca whale animation  
Illyaine (Water textures)  
painting animation: unliving-portraits atmos fx  
Level NextGen: Animating Water textures  
Font: nicks-fonts\_”standing-room-only”

#### **Audio**

See audio credits.pdf file

#### **Special thanks**

Paolo Buratti (creating the new engine)  
All the programmers of the trle tools I have used.  
I would like to give a big thank you anyone else whom I have failed to mention.