

# **Search for The Golden Elephant Part 3**

**(Demo version)**

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# Intro

This game is not supported or made by Core Design , Crystal Dynamics or Square Enix.

I, Lara\_Fox\_Croft, am the director and executor of this game. I made it for you to enjoy.

This demo is a short version of the first level, and the full version of the training stage. The game is very inspired by Metal Gear Solid, if you know this game then you should see few references to it.

# Story

In Search for the Golden Elephant Part 1 & 2 Lara went to Russia after reception of a letter from her father, he explained about an artifact. The location of the artefact is unknown but her father knew the location of a map that should lead to it. Lara packed up, and arrived in some ruins, after few minutes of exploration, she found out that an old village was hidden under the ruins. She explored it, and found the map. She also found an exit, but she got ambushed... and got shot.

In search for the Golden Elephant part 3 Lara will have to escape the base where she is detained, and recover the map, and then find out where she will have to travel next.

Prepare yourself for a full adventure, with iconnected levels, made to be like a real videogame, Search for the Golden elephant part 3 will give you platform, sneaking, timeruns, fights, puzzles and of course exploration\*.

\*In the full version, the demo version offers only few passages from the full adventure.



# Thank You

## Softwares used :

- NGLE
- NG\_Center
- Strpix
- Wadmerger
- SFX Manager
- Metasequoia
- Meta2tr
- Flep

Thanks to every people who worked on these softwares. .

# Required configuration

Recommended configuration :

This game was made on PC,

- Win7 (32 bit)
- 4 Go RAM,
- Intel pentium CPU G3440 3,30 GHz
- Geforce GTX 750

This game works fluently on this PC. If your config is different I cannot be responsible of bad framerate (I'm not a professional game maker, I don't do after sales service, because it is a free product).

The game was made using tools to improve the aesthetic aspect of TR4 what could cause framerate issues, Particles are part of the game, and without them playing this game would be meaningless Please do not deactivate them.

# New Elements

## **FLEP :**

-Particles : The game is designed with particles, do not change the Tomb4.exe, it will cause the disappearance of particles, and make the game quite empty/ugly. Some effects like snow storm/water are made with flep.

## **NGLE :**

-Script: The game is designed with a lot of script, that allowed some new puzzles, fights or other gameplay elements.

## **Meta2TR :**

-Graphics : Levels were made with NGLE, and then worked on meta, to enhance the look of levels, with some small and big details. I had to make smaller levels, but I made more levels than I wanted to, so you have to see levels like an entire adventure, not just separated levels.

## **New gameplay :**

Lara can use some static objects to progress, like pipes. She also can go inside some objects, like containers or trucks.

Lara can fight in an hand to hand combat mode. ( she has to be in front of the enemy, or behind him to beat him using action button).

Lara can use medical stuff that she finds (combine some items), and eat some food (directly after picking them up).

# Files

## Anti-virus :

It is recommended to create an exception for the game folder, your anti-virus could think that this game contains virus (because of flep), I can assure you there is no virus in this game. That's what we call a « false positive ». It means that something clean seems to be dirty for your anti-virus. I'm working on the same computer for years, never had an issue by using flep. You can trust this game, and you can trust me.

## Cutscenes and FMVs :

The game (demo version) contains 2 fmv, please enable FMV via your setup. At the end of the adventure you will be able to watch a trailer of the full version.

## Tomb4.exe :

The tomb4.exe in the folder is patched with FLEP, it contains a lot of new effects, and some other stuff, the game was designed with these effects, please understand this.

## Audio files :

I made a selection of musics/ambiance effects for you to enjoy this game, I would recommend to turn sounds on, on your computer, and in Tomb4.exe, without sounds the game would look very quiet and empty, for more immersion you can use an headset.

# Terms and Conditions of Use

Before to play the game, you need to read all the following terms and conditions of use, it is important, if you agree with all the terms, then click on the « I agree » button .

Disclaimer :

This game is a free product, made to be freely distributed, you have no right to sell it. The only purpose of this game is that you can play and enjoy it. This game is not supported or made by professional companies. The only person who worked on this game is Lara\_Fox\_Croft, with Magplus' and Psiko's help. The game was beta-tested by Manarch2, LoreRaider, Dutchy, Gerty, Magplus Bigfoot, Sonnyd83, Drakan, Logann.M, (Sorry if I forgot someone).

Some objects (of the full version and/or the demo version) were made by object creators from Trsearch ( the list wil be detailed in the final version of the game), Magplus made some objects for the game. I, Lara\_Fox\_Croft made the rest on them.

Musics and sounds were downloaded on internet, I have no rights on them.

# Terms and Conditions of Use

## Terms and conditions of use (1/2) :

- Do not complain about any issues if you decided to not respect the following conditions.
- Do not replace any files in any folders. It means that you cannot change the Tomb4.exe, the datas( .tr files), the script files (script.dat+english.dat) the audio files.
- Do not delete any files in any folders, except savegames and screenshots.
- Please enable « bilinear filtering » and « bump mapping » in the setup from Tomb Raider IV.
- Please do not tick the « No FMV » in the setup, except if the game refuses to work properly on your computer, but you have to try at least. If you can't play the game with FMVs then open the FMVs folder and read them with a video player.

# Terms and Conditions of Use

## Terms and condition of use (2/2) :

- If necessary add an exception on the playable folder with your anti-virus, or disable the anti-virus, If the Anti-virus deletes files, then unpack the folder again after switching the anti-virus off.
- Please do not try to find shortcuts, the game was designed to avoid them, but as a non-professional game maker I can't think about everything, plus the Tomb raider IV engine is partly hardcoded. Play the level in a « normal » way.
- Please understand that I'm not responsible of any case of bad framerate, it means that your computer is not powerfull enough for this game, so you can not play it fluidly, you cannot blame me for this.
- Please enjoy my work, and understand it represents a lot of work.

**By clicking on "I agree", you acknowledge that you have read, understood and accepted the Terms and Conditions of Use.**

