**NIGHTMARE IN CHINA**

*By Feder*

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**Story:**

A group of mercenaries assaulted a peaceful monastery located somewhere in the Chinese mountains. They were looking for ancient relics and mystic artifacts, but they encounter something else. As a result from the attack, something awakened from the shadows, something the monks have been keeping locked beneath the ground for centuries. Now Lara must send these ancient beasts back from where they came from before they spread across the world.

**Secrets:**

There are three secret Buddha statues to be found; in reward you’ll get a powerful weapon.

**Credits:**

* Textures and music tracks added from the BTB2006 package.
* Rock textures extracted from The Quest of Gold oriental levels.

**Beware!**

The level is pretty dark, with some pitch black rooms, in order to build a more frightening atmosphere…

**About the textures:**

Textures had been applied using the tool “Rview”. You may observe they fit the shape of the geometry more adequately, like the original TRLE, and it considerably reduces the amount of texture IDs (from 2191 to 1856), which allowed more space to add objects and statics. However, once it’s done, the geometry of the level cannot be altered anymore. In fact, you shouldn’t open the level with Dxtre3d again after this tool. To fellow builders: I recommend Rview if you want to build larger levels with many objects and to avoid the texture jump bug in slopes caused with Dxtre3d.

**Earlier version:**

This is actually a remaster of a very old level I built back when I was a newbie in 2012 (which was never released). Here is a screenshot of the original version, just for the sake of curiosity:

