

FOLKLORIST DIARY – THE FORGOTTEN TREASURE (DEMO)

Level 1 - Wreck

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1. STORY
2. AUTHOR's COMMENTARY
3. TO PLAY THIS CUSTOM LEVEL
4. SPECIAL THANKS
5. IMPORTANT NOTE

##1 - STORY

During her archaeological expeditions, Lara found the coordinates of a shipwreck that may have clues to the location of a Forgotten Treasure mentioned in the Folklorist Diary. From this, Lara decided to start her adventure towards the coordinates of the ship. The greatest dangers of this expedition lie in the depths of the shipwreck, as the Folklorist Diary mentions that people hallucinated when trying to get to the bottom of the wreck and never came back. And more: Lara isn't the only who is looking for this treasure. Will Lara be able to find the Forgotten Treasure?

This demo is probably the first or second level of the full game. Enjoy this adventure!

SECRETS: 3

##2 - AUTHOR's COMMENTARY

- This is my first TR1 custom level. I started this project years ago, but I didn't finish it. Only this first level was developed.
- I plan to do three or four levels in the final version. If this is the second level, the first I intend to show how Lara finds and enters the shipwreck.
- If you have suggestions or recommendations for the full version, send me a comment or direct to my Instagram [@folkloristdiary](#) or a comment in my Youtube channel ([leoc1995](#)). I will update information about this and other TRLE projects on the Instagram and Youtube channel. Follow me!

##3 - TO PLAY THIS CUSTOM LEVEL:

- For ATI mode with restored classic colors, full soundtrack but missing low-detail option, **run tombati.exe**. It is recommended to play with the ATI version.
- For DOS mode, will need to download a DOS package presents in others TR1 levels (from [trle.net](#)) and replace the .PHD files of the DATA folder.

IMPORTANT: I don't have experience with TR1 custom levels (this is my first project), so I don't know if it will work for all PCs. In case of problems I suggest asking for help in the forums of "TRLE.net" or "tombraderforums.com". This level was developed and tested based only on "TombAti" in Windows 7 and Windows 10.

##4 - SPECIAL THANKS:

- Thanks to **TurboPascal** for the DxTRE3d.
- Thanks to **DaroRaider** for creating a tool capable to editing the TR1 script (name of levels, secrets ...). I thank you for your contribution in making this possible.
- Thanks to **Danath** for helping me with some doubts I had with DxTRE3d and for the contribution in the beta test of this demo.
- And a special thanks for all the TR1 custom level builders (**Feder, Levyhgb, The Vagrant, TurboPascal, Drobridski and others**), because their work enabled me to have a basis and incentives to finish this project.

I hope you enjoy this new TR1 Custom Level

Thanks for Playing

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##5 – IMPORTANT NOTE

- 1) The image bellow shows the description of the Compass. The **RED** arrow show the right direction.

