

TOMMY
RABBIT

KULA WORLD

MANUAL



SUMMARY

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DISCLAIMER

© This level was not made and is not supported by Core Design Ltd. and Eidos Interactive.

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STORY

Also known as Roll Away in the US or Kula Quest in Japan, Kula World was released in 1998 for the PlayStation.

Reviving the game, Lara will now experience more than 50 playable levels. Located several meters above the ground, she will have to show reasoning, dexterity and speed.

Just like in the original game, Lara can reverse her gravity angle and interact with many items. The only way to escape is to collect all the keys of each level before the timer is up, but be careful! Many traps and Captivators are on the way to make her progress difficult.

Make sure to keep your heart hooked for this adventure!

FEATURES

NOTES

This game changes a lot of Tomb Raider usual metrics and objectives, reduces Lara's actions as well, but integrates new ways to interact with the environment.

Your progress is saved in checkpoints after every level of a chapter, in addition to that, a normal savegame is generated when a new chapter begins.

If the game freezes in the savegame panel, delete the /pix folder.

NEW COMMANDS

- R BUTTON : Reload Last Checkpoint
- ACTION (DURING HYPERACTIVITY) : Long Forward Jump

NEW ABILITIES

Lara is able to reverse her gravity in some conditions :

- In front of a wall
- In front of a pit with no blocks on Lara's sides
- But a grey texture overrides the above two

LARA'S NEW METRIC VALUES

- RUN SPEED : 47 -> 60
- JUMP HEIGHT : 7 -> 3
- LONG JUMP DISTANCE : 3 -> 1.75
- SHORT JUMP DISTANCE : 2 -> 1.75
- HARD LANDING LAG : 40 -> 18
- FALL DAMAGE : 0

FEATURES

ITEMS

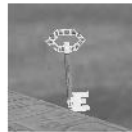
There are a lot of items to collect and to interact with :

EXIT



Unlocks once all keys in the level are collected

KEY



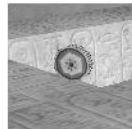
Adds a bit of score; once they are all collected, unlocks the Exit

FRUIT



Adds a bit of score; collect all 5 to unlock a Bonus stage

COIN



Adds a bit of score

HOURGLASS



Adds a bit of score and reverses the timer

SLEEPING PILL



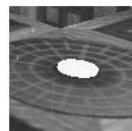
Makes Lara's vision confused for 8 seconds, speeds up the timer countdown

HYPERACTIVITY PILL



Forces Lara to jump all the time and until the end of current level; press Action for a longer jump

SWITCH



Running onto this button will trigger or untrigger any mechanisms of the same color

TRANSPORTERS



Transports Lara to another of the same color

SUNGLASSES



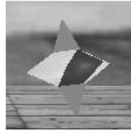
Allows Lara to see all transparent blocks for around 15 seconds

FEATURES

CAPTIVATORS

Touching these enemies will instantly kill Lara, they all have a different pattern :

SPEEDER



Moves back and forth on a 3-block area.

TWISTER



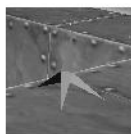
Oscillates vertically between allowing and denying the passage

ROLLER



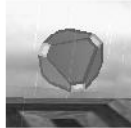
Rolls over a defined area

SPIKER



Travels over a complex path

RANDOM WALKER



Mostly unpredictable, can move to any adjacent block

KNOWN BUGS

NO MUSIC AFTER TOUCHING TEETH SPIKES

WHEN LARA JUMPS ABOVE RETRACTING SPIKES, IT MAY HAPPEN THAT THE MUSIC STOPS AS IF LARA WAS DEAD. THE MUSIC IS RESTORED AT THE END OF THE CURRENT LEVEL.

RESTART WITH THE EFFECT OF AN OBJECT

RELOADING THE GAME WHEN LARA IS ABOUT TO TOUCH A COLLECTIBLE OR A TRAP CAN MAKE THE GAME TO CONSIDER THAT LARA TOUCHED IT. RELOADING THE GAME SOLVES THIS.

CREDITS

ORIGINAL CONCEPT

GAME DESIGN SWEDEN AB TEAM
JOHANNES SÖDERQVIST

ORIGINAL LEVEL DESIGN

JESPER RUDBERG
JENS RUDBERG
STEFAN PERSSON
MATTIAS KARLGREN
MARTIN STIGELS
RICHARD STIGELS
JOHANNES SÖDERQVIST

GRAPHICS

JOHANNES SÖDERQVIST
WEBTREATS

GAME & LEVEL BUILDING

ALEX CHAP

3D GRAPHICS

CORE DESIGN TEAM
ALEX CHAP
DINNE
TIFA

ANIMATIONS

CORE DESIGN TEAM
ALEX CHAP
JOEY QUINT
SEILION

SOUNDS & MUSICS

TWICE A MAN

TESTING & QUALITY ASSURANCE

LORERAIDER
DINNE
DJ FULL
NANAKI AZAKEE
SAKI CROFT
NATHAN HURLEY

SPECIAL THANKS

LORERAIDER
DINNE
DJ FULL
CHOCOLATEFAN
MAGPLUS
MYNAMEISST3VE
CUBOSPHERE TEAM

TOOLS

NGLE 1.3.07
FLYBY PATCH (T4LARSON, HEINZFRTZ)
NG_CENTER 1.5.07
FLEP 1.1.44
PLUGIN 1.3.0.0
WADMERGER FIXER 1.98 BÊTA 3
STAPIX 3.95
TBUILDER 2.4
METASEQUOIA 3.0 ALPHA 4
AUTODESK 3DS MAX
PHOTOSHOP CS6
PVV/EPSXE/PSX SOUND
AUDACITY

FONTS

IMPACT
MANDALA

