



## Story

There are rumours that something bad is going on in one old factory somewhere in the city centre of London. It is force guarded by SAS team not to let anyone in. What are they hiding? What is going on in that old building? Rumours have it, that they are doing something illegal, while others say, that this bad source isn't coming from factory itself but from some secret passages underneath it. Well, some even say, that those buildings are haunted... Lara decides to investigate this mystery at middle of the night to reveal the truth.

## General Information

There are 4 levels in total (3 main levels + 1 bonus level). All main levels are set in London. The bonus level is not set in London and the location will remain a secret for you to discover. This game started as a part of the Create a Classic Competition but was not finished in time, therefore it was kept working on and expanded into a multi-level game. All levels are inspired by Tomb Raider 3 Adventures of Lara Croft.

There are some adjustments to amount of ammunition per pack for the weapons as well as the damage they do to enemies:

- **Pistols**                1 damage per bullet/unlimited ammo
- **Uzi**                    1 damage per bullet/40 ammo per pack
- **Shotgun**              3x6 damage per bullet/6 ammo per pack
- **Desert Eagle**       12 damage per bullet/10 ammo per pack
- **Grenade Gun**       42 damage per bullet/2 ammo per pack
- **Harpoon Gun**       5 damage per bullet/10 ammo per pack

Lara starts her adventure with **Pistols** as the only weapon, and will obtain **Harpoon Gun** and **Desert Eagle** as a requirement later in the game. **Uzi**, **Shotgun** and **Grenade Gun** can only be obtained in secret locations.

There are some adjustments to animations to enhance the experience, therefore:

- press **Alt + Arrow up** (jump key + forward key) to fast roll out of the crawlspace
- there is no need to press “**crouch**” key anymore when hanging and crawling up into the crawlspace, Lara will now do it automatically when hanging, just press or hold **arrow up** (forward key) while hanging

Extra Info:

- if you run out of Desert Eagle ammos, they reappear as pickup items in cases, if they are needed to progress in the gameplay
- the hard laser trap sequence in the last level is not needed to get through the main game, it is only a part of the secret system for the bonus level

## Levels & Secrets

1. **Midnight Streets** (7 secrets)
2. **Dark Buildings** (3 secrets)
3. **Gloomy Echoes** (0 secrets)
4. **Bonus** (0 secrets)

There are 10 secrets to be found in the whole game. To gain an access to play bonus level, all **10 secrets** and a **Map** must be discovered. In each secret location there is 1 **Blue Crystal**. In third level Gloomy Echoes all Blue Crystals must be used in optional area to open a special room to find a Map. This Map reveals a location somewhere in the World which Lara will visit and explore. The Map is needed to play the bonus level.

## Important

The game is reasonably challenging in terms of gameplay complexity, therefore it is rather recommended for more experienced players. The gameplay consists of exploration, platforming, tasks accomplishing, puzzle solving, enemy encounters, action moments, trap sequences, timed runs and much more.

It is also very important for you to accept and respect how the game is meant to be played, therefore PLEASE:

- DO NOT delete or move any file in the folder, by doing so you will encounter unrecoverable bugs, crashes and glitches during the play
- DO NOT remove or replace any of the audio files, by doing so you will encounter inconsistency and irrelevancy in terms of sound experience
- DO NOT rename any of the .tr4 files, please respect the hard work that was put into developing this game
- DO NOT replace tomb4.exe, by doing so the game will be sporadically unplayable and certainly unfinishable, tomb4.exe for this game is patched with special features, fixed bugs and glitches, it is therefore very important to play this game only with the provided tomb4.exe application

- DO NOT modify/patch the provided tomb4.exe in any way, please play the game as it is intended

There are however certain things you could do:

- IF by launching the game error message “ERROR trying to load plugin...” pops up, it is most likely that you should download and install update **Microsoft Visual C++ 2010 Redistributable Package x86 and x64** which you can download here:

<https://www.microsoft.com/en-us/download/details.aspx?id=5555>

- IF there is missing tomb4.exe application in the folder, it is most likely that the new security system of Windows or any other Antivirus program “devoured” it without warning. It is a FALSE POSITIVE due to tomb4.exe being patched. You can create a folder, where you can put all your trle levels and make it an exception to your antivirus security system.

## Credits

### Tools

- TRLE by Core Design & Eidos Interactive
- TRNG by Paolone
- NG Center by Paolone
- WadMerger by Michiel (patched by Paolone)
- StrPix3 by Turbo Pascal (XP Rev by IceBerg & Rev17 coding by sapper)
- Tbuilder by IceBerg
- AnimCommand Editor by HD86
- TR Wad Reorganizer by Josep Borrut
- Metasequia by O. Mizno
- PhotoShop by Adobe Systems Incorporated
- Logo Packer by T4Larson

- FLEP by Ensi (modified and refactored by Lwmte, including patches by Delta and Chocolatefan)
- SFX Manager by MagPlus

## **Textures**

- Core Design (few modified by me)
- Internet for some modifications

## **Plugins**

- AkyVMix01, AkyVMix03 by AkyV
- ClassicInventory by JMN
- Cranes by Paolone

## **Objects**

- Core Design (few modified and created by me)
- Baddy, Tomo, Michiel (making enemies from TR3 work in TR4 engine)

## **Audio**

- Core Design (slightly modified by me)
- Google, Youtube, Internet in general for some special sound effects and sound files

## **Outfit**

- Po Yu

## Disclaimer

This game was not made and is not supported by Core Design Ltd. and Eidos Interactive. These levels must be distributed free of charge. Neither you nor anyone else may sell, rent, lease or commercially exploit these levels in any way. You may only exchange them at no charge to licensed users of Tomb Raider Chronicles.

Thank you for downloading this game! Happy Raiding!

Marek Barta aka **OverRaider**.