

Silent Town

A custom X-mas level for the Lara's Levelbase AdventsKalender 2020

STORY:

(English version)

It's Christmas Eve, and Lara is driving towards home through the countryside. But suddenly her car accidentally breaks down. Luckily there is a town nearby, so Lara decides to go there and asking for help.

But there's something strange: the town is way too silent... Why?

This is a peaceful level, without traps and enemies.

There are 2 secrets to find.

(German Version)

Es ist Heiligabend, Lara fährt durch die Landschaft in Richtung Heimat, plötzlich geht ihr Auto kaputt.

Aber zum Glück gibt es in der Nähe eine Stadt und so beschließt Lara dorthin zu Gehen, um nach Hilfe zu bitten.

Seltsam: In der Stadt ist es viel zu still... Warum?

Dies ist ein friedlicher Level, ohne Fallen und Feinde. Es gibt 2 Geheimnisse zu finden.

Frohe Weihnachten!

POSSIBLE BUGS & NOTES:

- Please shoot carefully your snowballs: since they are limited, it's advisable to save before shooting.
- Don't save while you're placing a key or a puzzle item! If you'll reload the savegame you won't be able to go on in the level.
- When you have used the torch in the cellar, drop it in the small pool: this will avoid a nasty visual bug with the next torch, since it happens when two torches are lit at the same time.

CREDITS *(sorry if I've forgotten someone!):*

- Objects –

(Moveables)

Lara's outfit: Horus and Poyu (mixed and modified by me)

Pistols: TRangel

Snowball Launcher: MrXY

Medipacks: Me

Binoculars: Sponge

Compass: Me

Load&Save Item: Me

Flares: Me

Horizon: Me

Torch: Sponge (modified by me)
Jeep: Baudabing, Rainbow, LGG_Production, me
Skeleton (static): LGG_Production
Pullable sack: Trix
Breaking ice: me
Trapdoors: Core Design, Sponge, me
Hammer: me
Raising platform: Core Design, me
Raising block: Core Design, me
Pushable crosses: Core Design, Mr. Tomb Raider
Pushable crate: Trix
Pushable ice block: me
Pushable tables: Back to Basics Venice, me
Element puzzle crates: me
Carrots: TifaNazah
Well handle: me
Small Wood logs: me
Star sceptre puzzle: Jutta
Shovel puzzle: Sponge
Holly: MissKroft
Keys: Core Design, me, Back To Basic North
Bunch of keys: Codo
Crowbar: Core Design
Manger: me
Breaking wooden board: Core Design (modified by me)
Sack (pickup): Trix
Bottle (pickup): Back To Basics Venice
Bucket: me
Well: Uranos, me
Fireplace: me, KurtisLara (Xmas crown)
Switches: Core Design
Shootable bell: Trix (modified by me)
Rotating millstone: me
Pullable chain: Back to Basics Steampunk
Doors: Core Design, Me, Maax_87
Gates: me
Kickable wall: Core Design, me
Snowballs: me
Scarecrow: Core Design
Horses: Back To Basics Greece, Uranos
Chicken: Sponge
Hanging crate: me
Snowdrift: me
Priest: Core Design
Cupboard: me, Back to Basics Venice (bottles)
Small birds: Sponge
Opening chest: me
Weathercock: me
Moving grave: Masha, me
Hanging moving Xmas decoration: Adventskalenderteam 2003 (modified by me)
Flying bird: Back To Basics Venice, me
Drawer: Horus_Goddess
Elevator: me
Men: Sponge

Old lady: Sponge

(Statics)

Small logs: Trix

Big logs: Karlo002, me

Hay: Uranos, Sponge, Trinity

Petrol lamp: trplayer

Barrells: Trix

Branch: me

Small votive shrine: me

Wooden carts (small): me

Wooden cart (big): MrXY

Wooden bucket: Trix

Wooden banister with saddle: me

Trees: Level NextGen, Teme 9, me

Country couch: me

Snowman 1: Sponge

Snowman 2: me

Xmas star: Dino

Xmas tree 1: Sponge

Xmas tree 2 (tiny): me

Ceiling lamps: me

Pitchfork: Ruu11

Snowy flower crown: Sponge, me

Grass: Teme 9, Dino

Big snowy rocks: Teme9

Cupboard: me

Wooden fences: me, Sponge, Bask To Basics North, Mr XY, Teme9

Small roofs: me

Icicles: Sponge

Presents: Sponge, me

Xmas hanging decorations: Luke, me

Xmas columns lights: me

Xmas door crown 1: Luke

Xmas door crown 2: me

Wooden ladder: Back To Basics North

Wooden bench: Back To Basics North

Small vase: Sponge

Rocks:

Stove: Uranos

Wooden tables: Back to Basics Venice, me

Wooden beams: me

Wooden column: Trix

Watering place: me

Shatterable box: me

Windows: me

Shutters: me

Coffin: Masha

Spiderweb and spider: Karlo002

Blue stars: Core Design, me

Stairs: me, Mr XY

Curtains: Teme9

Wooden bridge: me

Hanging lamps: Sponge, me

Stone columns: me
Iron banister: me
Ice cracks: me
Stone low walls: me
Gate: Teeth
Chairs: Bak To Venice Venice, me
Xmas garland with ribbon: me
Xmas pine needles decoration: me
Wooden wheel: me
Chimney: me
Lever frames: me
Wooden stool: me
Chicken coop: me
Green grid: me
Stone doorframe: Core Design, me
Stove: me
Logholder: trplayer
Shelf: Teme9, me
Barbed wire: Sponge
Crosses: Back To Basics Venice
Bed: me
Wardrobe: Trinity, me
Bedside table: me
Rocking chair: me
Painting: me
Cow: me (3D model taken from Internet)
Bicycle: No One Lives Forever 2, me
Stone church arch: me
Church windows: Mr XY
Church roof: Mr XY
Church benches: me
Church candels: Teme9
Church altar: me
Fountain1: MR XY, me
Fountain2: Masha, me
Small wooden table: Horus
Snowy corn plants: me
Brick windows: me
Cushion: Jesus C. Croft

- Textures —

Me, Textures.com, Sponge, Core Design, Complex Simplicity, Back To Basics North, Tifa Nazah, Deskj.

- Animations —

Pullup animation: SrDanielPonces
Faster shimney: Geckokid
Running animation: Geckokid
Stumbling after a fall: Geckokid
Swan-dive - roll: Core Design, me
Run after sliding forward: Core Design, me

Standing pickup: Joey Quint, me (I've mirrored it)

Crawling pickup: Joey Quint

- Sounds & Musics –

Sounds: Core Design, Crystal Dynamics (Tomb Raider Legend), No One Lives Forever 2, Youtube.

Musics: **Deck the Halls** (Classic Guitar Instrumental Acoustic) by Aldo @

aldorelaxingguitar.com, **Greensleeves - What Child is This?** (Guitar) -

(<https://www.youtube.com/watch?v=wARiOb80Zr0>), **Winter Wonderland** (Acoustic Guitar

Solo) by Daisuke Minamizawa (<https://www.youtube.com/watch?v=LuJOnuUPJvI>), **Ave**

Maria (Instrumental) – Schubert – Violin and piano

(<https://www.youtube.com/watch?v=5NARW5X5zh8>), **Silent Night** (Piano + Acoustic

Guitar) <https://www.youtube.com/watch?v=K6l-ZK1K86I>

- Dubbing –

AgentXP (Lara), DJ_Full (farmer), Sponge (priest), me (old lady).

- Tools –

WadMerger, Fragmotion, Audacity, Photoshop CS2-CC19-CC20, Gimp, TBuilder, StrPix, Flep, Metasequoia, Meta2TR, TRW editor, TRNG Crypter.

- Plugins –

Shatter Sound Customizer + crossbow bug fixer + waterskin customizer + door customizer + shatter-flipmap trigger by ChocolateFan, FlareSFX by ChocolateFan

- Betatesters –

Talos, LoreRaider, DavideBre, DJ_Full, Dinne

- Special notes –

The following room is an homage to the original one present in the “The Belfry” level from BaGi and Hochgiftig, that I’ve always loved:



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The Belfry – AdventsKalender 2007

SPECIAL THANKS:

Paolone, the people who created the tools I've used, the people who created the stuff I've used in this level, EVERYONE who helped and supported me (you know who you are! ;-)), ChocolateFan for her incredible work and availability, the Tomb Raider Forums and trle.net Community, the Aspidetr Community, the dubbers and the testers for their precious help: this work is here thanks to all of you!! I love you all! ❤️

And thanks also to the players and everyone is reading this, obviously!

Merry Christmas!

~ Ranpyon