

LARA'S BUSY

CHRISTMAS

- A Scarf Story -

by Jesus C.Croft



Lara's Busy Christmas. *A Scarf Story*

***STORY:**

It's Christmas time and Lara Croft is preparing all the presents for her loved ones. Only Zip's one is left, but it won't be an easy task, as the manor is always surprising our dear Croft. So help her to uncover the mysteries of Lara's famous house before Christmas Eve, retrieve her mother's sewing box (crucial to get Zip's present done in due time!) and relive Lara's past memories as you explore Croft Manor and its undergrounds .

'All I wanted for Christmas was some serenity ...' – she thought.

***CREDITS:**

AUDIO: Music composed and performed by Jesus C.Croft. Detailed information below:

105, 108, 111 -> Tomb Raider Legend

005, 014, 022, 018, 044, 060, 106 -> Tomb Raider Underworld

003, 009, 037, 049, 061, 099, 109, 110, 112, 113, 114 -> Tomb Raider Anniversary

107 -> Tomb Raider The Angel of Darkness

001, 002, 007, 010, 011, 012, 013, 020, 028, 032, 038, 039, 040 -> Jenni Milward

006, 015, 016, 021, 024, 026, 036, 041, 042 -> Jenni Milward and Jesus C.Croft

004, 008, 017, 018, 019, 023, 025, 027, 029, 030, 031, 033, 034, 035, 043, 045, 046, 047, 048, 050, 051, 052, 053, 104 -> Jesus C.Croft

103 -> From Back To Basics packages

SOUNDS:

Sounds from Tomb Raider Legend, Tomb Raider Anniversary, Tomb Raider Underworld, Tomb Raider The Angel of Darkness, Blade The Age of Darkness, Mike Koenig (<http://soundbible.com>) and Core Design.

FMVs:

Everything is made by Jesus C.Croft

Zip model also made by Jesus C.Croft

A couple of images from Google Images

- Voices for the FMVs:

Lara : Jenni Milward

Zip and Winston: EssGee

Music: Jesus C.Croft



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VOICES IN GENERAL:

Lara : Jenni Milward

Zip and Winston: EssGee

Richard Croft: Jesus C.Croft

GRAPHICS AND OBJECTS:

All objects and everything presented in this game are created by Jesus C.Croft with the exception of the followings:

Keypad: Core Design (and retextured by Jesus C.Croft)

Two Moving Spiderwebs: Core Design

Water ripples: Mike Quahe/Matrix54 (additional meshes and new texture by Jesus C.Croft)

Moving Wooden Plank: EssGee (new mesh and textures by Jesus C.Croft)

TEXTURES:

Tomb Raider Legend, Tomb Raider Anniversary, Tomb Raider Underworld, Tomb Raider The Angel of Darkness, Google Images, Fran Pickering (some Hatfield house images -reworked by Jesus C.Croft), Crysis 2 textures (Ripped by Axelia), PWI Textures (Ripped by Horus-Goddess), Doom 3 (Ripped by ggctuk) many sprites from the Back To Basics packages, a few from Core Design, one waterfall texture made by teme9 and many, many textures made by Jesus C.Croft (including textures made from photographs taken by me as well).

ARTWORKS AND THE LOAD IMAGE: doppel_zgz

STORY: Game story and dialogues by Jesus C.Croft. Some additional retouches by Jenni Milward and EssGee.

ANIMATIONS: Core Design, bashar, Symssi, Geckokid, JoeyQuint (Joey79100) and Jesus C.Croft.

TESTERS: Apofyse, Dutchy, Gerty, José, Roli and SuikazeRaider.

Thank you! Thank you so much my dear testers for all the time you've spent with me, so that I could produce the best out of this level-set even with the tight schedules and daily duties we all had. You did an amazing job my dears!



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SPECIAL MOVES: Lara uses the common moves from the classic games. But:

- While hanging on a ledge, use Alt to jump up higher.
- While hanging on a ledge, use Down to jump back.
- Parallel Bar: While spinning, press right or left to position Lara as you wish.
- Parallel Bar: While spinning, press down arrow to back flip.

SECRETS:

-> In Level 1 (Chapter 1): 10

-> In Level 2 (Chapter 2): 8

-> In Level 3 (Chapter 3): 1

Total of secrets: 19 -> If you get all secrets, a small new area in Level 3 will be unlocked. You'll be able to get an exclusive object of this game (you can beat the game without getting all the secrets of course, the special object you get in Level 3 won't interfere in any way with your play).

PROGRAMS USED AND OTHER STUFF:

Meta2TR -> meta2tr

Metasequoia -> O. Mizno

Strpix -> Turbo Pascal and sapper

EditWad -> sapper

WadMerger -> Michiel

TRNG & NGLE -> Paolone

FLEP -> Pyuaumch

Tomb Editor and its additional programs -> Monty and his team

One particles effect for FLEP by vandit

Game font: Acme by Juan Pablo del Peral (huertatipografica)

BUGS AND COMMENTS:

- Please, when they occur, wait until dialogs and text lines end. They are, of course, perfectly timed as much as possible. But rarely, if you don't wait, 2 close text lines might overlap resulting in difficult subtitles to read or corrupted audio when activating two conversations. Not a bug, just a suggestion: do enjoy what our characters have to say in the game, you'll understand the story much better :D!

- All switches/chains are to be pulled just once. None should let you pull more than that. But rarely if it happens, have in mind that you only need to pull these objects just once to activate the triggers in the room(s)/game.



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- This hardly happens, but if once the FMV is played you get a black screen, or after loading the next level, or after hitting 'Esc' key or even for no reasons whatsoever, you can do the following:

- * Tick the No FMV option in the setup exe.
- * Delete the FMVs folder to see if that helps.
- * Upgrade your video and audio codecs. (This is mostly the reason of that black screen. At least, that was the reason for me in the first versions of the game and with my old PC).

- Sometimes when playing an FMV, the screen might make a little jump to desktop/the folder you were in very quickly and will return to the game right away to play it normally. And in really, really rare occasions, the first FMV won't play and you'll hear the first cutscene while seeing the load screen of the title. I couldn't fix this. It only happened to me once and I wasn't able to reproduce such an issue. If it happens to you, you'll have to use Task Manager to close the game and start again.

- Ammunition is limited.

- In some tests in the Fire room, one or two of the fires won't activate even if the triggers are right. This might happen 1 out of 10 plays so to speak. So it's a random bug that would nerf this room a little. Normally, you'll find all fires lighted with no problems.

- In some tests, the wooden plank in the bedroom won't shatter if you shoot right opposite it. This could be because of the collision of the adjacent objects. If you find this problem:

- * Try to shoot it 45°.
- * Or just jump and shoot at the same time.
- * Or just shoot at one of the sides of said plank.

You might want to save before shooting crazily to save some ammo too. Also, since this plank blocks a door, if you're close to said door and press action, Lara will walk to it and will stand still in a one frame animation until she recovers her normal standing one.

- In some really rare occasions, Lara won't throw the flare and when extinguished, it won't be removed from the hand (it might happen even with the revolver/pistol). And in some really, really rare occasions when swinging on a parallel bar, Lara can swing/move beyond what she's supposed to (at the sides).

- There might be some objects that disappear at a certain angle (for example, when there's a portal between the room where Lara is in and the room where said object is). This happens because moveables might behave like that, even MIP objects. Unfortunately, there's no room in the wad to replace those objects for a static version, so chances are that those disappearing/flickering objects might be seen.



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A NOTE FROM THE AUTHOR

The game you're about to play is the result of different time events and different tools. It was first conceived as an NGLE project to learn as much TRNG as possible. It was indeed completed and tested and my original intentions were to release it in the past 2019 Advent Calendar. It wasn't possible at the end since after the testing, the game needed many graphical fixings and I had little time at my disposal.

Tomb Editor appeared in my life in a not planned way later on and I decided to use my project to start learning a new editor. I ported the full game into it to fix, improve and finish what you have now. Thanks as well to Meta2TR, I was able to give the final touches I wanted for the visuals and more.

As much as I've tried to polish everything with the time I have in my hands, I'm so sorry if it could still have bugs. And I'm so sorry if I've forgotten someone in the credits.

This has really been an incredible journey of learning and I'm so happy for the actual outcome as it has been a huge effort for sure. I hope that the resulting product can offer you some hours of pure fun during these days.

On a side note: please, don't rip anything or use any content in this game/package elsewhere. I've spent more than 2 years of my scarce free time to make what you have for playing. Please, respect all the hard work I've put on this and hopefully, we can see more Lara's Busy Christmas in the future. If leaked or ripped stuff from this project is found, I might not release anything else and this and other projects might be cancelled as well. Please, let's all play nice and enjoy the ride :D!

Merry Christmas and a Happy New Year!!! And I'll see you in the next project!!!
Jesus.-

FINAL WORDS

Thanks to Dutchy for letting me use his private testing forum. And double the thanks, again, to my dear testers and my voice actors for all the time you spent with me to bring the best of this TRLE adventure! This has only been possible because of you! You all rock :D!

This game was not made and is not supported by Core Design Ltd., Crystal Dynamics, Eidos Interactive and Square Enix Limited.

Jesus C.Croft.-
(December 2020)

