**Tomb Raider II The Haunted Mansion by thewolf**

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**Important information:**

-Level was built with **Dxtre3d**! Not with **TE**!!

-No CD is needed to play music!

-There is 1 level to play

-Pickable items do not glow in the shadows! Keep your eyes open for pickups!

-You can find 3 secrets (Silver, Jade and Gold) there are 2 alternate ways to obtain the gold one

-If you find all secrets you will get extra items (ammo and weapons)

-You start with Pistols and a Shotgun, all other weapons can be found (except the harpoon gun)

-You can finish the level without using medpacks

-NLNMAS are possible

-You can draw weapons during the starting animation and even shoot but don’t do that!!!!!!!

-Even a NO SCRATCH RUN is possible

-The folder **ExtraOptions** (Arsunt’s TR2main) lets you activate and deactivate some visual PSX options

- If you’ve never activated some of these options you may get a bad game experience!

Before you start the game go into this folder and double click the following options:

**InvBackgroundAnimated**

**StatsBackgroundDarken**

**PsxBarsEnable**

**PngScreenshotsEnable**

**LoadingScreenshotsEnabled**

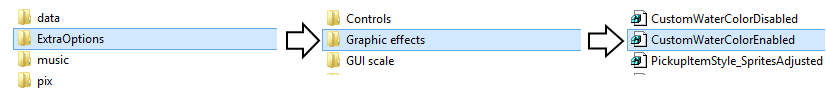
**RemasteredPixEnable**

**CustomWaterColorEnabled**

**ViewFogClassic**

**UnderwaterMusicMute\_None**

Follow these steps:



Acknowledge the upcoming messages with YES and OKAY to activate them

Now do the same for the rest of the above named options! You can also activate other options if you want.

-If you finish the level you can unlock the New Game+(All weapons at start + unlimited ammo)

-There’s a special secret hidden in the game, can you find it?

**Bugs/ Game crashes**

-Some enemies might get stuck sometimes in front of walls, doors or portals

-Sometimes enemies walk in circles

-If you run into some light bulbs you can crash the game, sometimes it happens sometimes not

-The game can lag sometimes due its size

-Don’t try to save your game if you have two active flares thrown to the ground or the game can crash!!!

-You can throw one flare to the ground and keep a second in Lara’s hand to save your game without any crashes

**Controls**

-Hold Ctrl to boost the boat

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**Tomb Raider II functional hotkeys:**

Don’t play with the hotkeys unless you exactly know what you are doing or you will ruin your game experience!!!

F1 Decrease resolution

Shift+F1 (HW) Decrease colour depth (16/24/32)

F2 Increase resolution

Shift+F2 (HW) Increase colour depth (16/24/32)

F3 Decrease render zone

F4 Increase render zone

F5 Save game

F6 Load game

F7 (SW) Detail=Medium/High | (HW) Z-Buffer on/off

Shift+F7 Triple buffer on/off

F8 (HW) Bilinear filter on/off

Shift+F8 (HW) Perspective correction on/off

F9 None

F10 None

F11 (HW) Dithering on/off

F12 Display=Windowed/Fullscreen

Shift+F12 Renderer=Software/Hardware

SW means Software renderer (256 colour)

HW means Hardware renderer (16/24/32 bit)

**Story:**

Lara wakes up in an old abandoned spooky mansion. Is it real or is she having a nightmare? Lara’s heartbeat rises as she slowly gets up and desperately tries to find a way out of this haunted place. Can Lara escape from this mansion before her worst fears take away her life?

\*Please read the Readme file before starting the game\*

**Difficulty:** **Medium**

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**Editor Limitations:**

I know of certain texture tiles which were placed a bit stretched. I’m well aware of those but sadly I can’t fix them because RView places them like this……



Spindles can enter bookshelves up to one tile!



It’s possible to look into the void at the graveyard section (End of the world)



**Total Pickups**

-3x Flare Box

-2x M16 Ammo + 1xM16

-5x Auto-Pistol Ammo + 1xAuto-Pistols

-5x Shotgun ammo

-5x UZI ammo + 1xUZIS

-3xGrenade Launcher ammo + 1xGrenade Launcher

-3x Small Med

-4x Large Med

**Final Words**

This is a level I started to build in 2018. It was left untouched after I had no more time to continue it. Now 3 years later I managed to get back to it. I invested as much time as I could to finally finish what I’ve started. It will be my last TR2 level with the Dxtr3d editor. This editor drove me sometimes nuts but it was till 2020/2021 the only editor capable of building TR1- 5 levels. Building levels with it was a pain in the ass because of all it’s limitations and problems but in the end it was worth it to deliver classic Tomb Raider levels for the community. 100+ levels in total made with Dxtre3d. Thanks again to Turbo Pascal for making this editor; your legacy will live on. Without you there wouldn’t have been any TR1-3 and 5 levels. The level was build with Dxtre3d but textured and lighted with Rview! Using the Rview method makes it impossible to change geometry afterwards; therefore I couldn’t fix a few issues here and there as mentioned above. That’s the reason why some of those flaws are still in the level. Forgive me on that but there’s nothing I can do.

**Only 5% of the players will read this file or even click on it!**

**A big thank you for reading it. Take care and have fun while playing :-)**