

# ANTAS DUNGEONS REMAKE (2021)

Remake del mio primo livello (anno 2013). A differenza del precedente, in questa nuova versione ambientata nel presente vestiremo i panni di un fulvo archeologo sardo di nome Claudio, una testa calda curiosa e leggermente bizzarra.

Seguiremo il giovane nel suo viaggiare tra la Città dei Morti e le rovine del tempio punico-romano di Antas, in Sardegna (Italia), alla ricerca della tomba del Re della Città, arcaica divinità punico-egizia. Tra l'archeologo e la divinità pare esserci un legame, e solo un antico libro di magie, unito al sangue del dio, aprirà la strada per la tomba.

Il termine "Re della Città" è nientemeno che la traduzione del nome Melqart (Melek-Qart), Signore di Tiro e spesso associato a Moloch, divinità del fuoco nel pantheon fenicio-punico. L'influenza egizia nella cultura punica è attestata grazie ad alcuni ritrovamenti a Tharros e in altri scavi archeologici sull'isola. Il mio progetto chiamato "The Sinner's Prayer" è confluito in questo.

Remake of my first level (2013). Unlike the previous one, in this new version, set in the present day, we'll play the role of a tawny Sardinian archaeologist named Claudio, a curious and slightly bizarre hothead. We'll follow the young man in his journey between the City of the Dead and the ruins of the Punic-Roman temple of Antas, in Sardinia (Italy), in search of King of the City Tomb, an archaic Punic-Egyptian deity. Between the archaeologist and the divinity there seems to be a link, and only an ancient book of spells, joined with the blood of the god, will open the way to the Tomb.

The "King of the City" term is none other than the translation of the name Melqart (Melek-Qart), Lord of Tiro, and often associated with Moloch, the deity of fire in the Phoenician-Punic pantheon. The Egyptian influence in the Punic culture is attested by some findings in Tharros and in other archaeological digs on the island. My project called "The Sinner's Prayer" merged into this.

**NEW CREDITS** In addition to the credits of the original level of 2013

## TEXTURES

Tomb Raider 10th Anniversary Edition Texture Packs - Part 2: Greece by croftyboy

Tomb Raider 10th Anniversary Edition Texture Packs - Part 3: Egypt by croftyboy

TGA : Egypt Texture Pack by h a l e y

Back to Basics Greece and Persia set and wad

Textures from my previous levels Antas Dungeons (2013), The Citadel (2017), Echoes of the Past (2019) and Louloudaki Island (2018)

Original Wad, TGA, Prj from Core's City of the Dead and Burial Chambers

## OBJECTS

**Claudio:** Body: Guide - Luke by White Tiger. Hair: ripped and textures from Glamour Fashion (NPC) by White Tiger. Head by Horus Goddes, modified by me. Hostel from Kurtis outfit by TRAngel.

**Warrior** :an original character from my levelset The Citadel and The Prophet's Trail. Original body by Lakota. Head by Horus Goddes. Modified by me.

## VOICES

**Claudio:** Doggett McDog

**Warrior in City of the Dead/Tutor in Office:** DavideBre

If you want to know some additional information about the Temple of Antas and the relationship between Egyptians and Carthaginians (Punic), you can visit this site:

<http://virtualarchaeology.sardegna.cultura.it/index.php/en/archaeological-sites/eta-fenicio-punica/necropoli-is-pirixeddu/reperti/2343-amuleti-raffiguranti-divinita-egizie>

You can also check the PDF of the original level.

For those who do not speak Italian: the protagonist of the levels was born on the island of Sardinia, and therefore speaks with a different accent than that of the Italians of the peninsula. A dubbing in English would lose this accent, which is fundamental. The level (as well as the original), are set in Sardinia, the second Italian island.

## TESTERS

Greywolf, DavideBre, Syberia. Delta TR (fix), LoreRaider

## ENGLISH SUBS

deviLuke