

**TombRaider – LevelEditor – Pandora’s
Legacy – ORC**

Manual / Tutorial

Project built by DroneSpencer

In cooperation with my mentor Sabatu

**Thank you for teaching me how to build my
level!**

**“Going into the dark, walking in the sand,
searching for the tomb, just going in there.
Looking onto Seth, falling into traps,
chasing by mummies, running in fear.”**

DroneSpencer December 2nd

Basic information – Preplay preparation

The player needs to know the basics of the game, so is good to know how to play Tomb Raider Last revelation at least. This custom level works on the same and similar mechanics to that game and it is not required but is better if the player knows what to do.

In this custom level, the player starts with just 1 flare, harpoon gun with 10 normal harpoons and pistols. The player can collect plenty of stuff during the level.

The player can reach two endings good one and a bad one.

Spencer! stop talking about nonsense and let's go on the tutorial. :D

Level 01 – Pandora’s Legacy

Disclaimer

This tutorial is claimed to reach a good ending. At the point the game is different I will add a note in ***italic bold*** referring on the way how to reach bad ending if someone wants to, but in this case, you can skip most of the tutorial and just try to reach the end.

1 - First cave

After the cutscene ends showing all underwater sections, the player starts in the small cave area, after the explosion did imprison Lara there. The only way is forward. Beware of SCUBA diver from NATLA’s company, that is searching for the same artefact as you do. Killing him will need 4 shots from the harpoon. Before you proceed any further, pickup pack of 5pcs of harpoon ammunition. Afterwards, you seek for lever hidden there. This lever will open a trapdoor in the ceiling but also shark will appear, with his bloodthirst.

2 - Greek prelude

Firstly you will start in a small room with a statue and a few entrances. Your task is to reposition the statue from spot A, the place where is located right now, to spot B, that is blocked by the hole to water pit. To seal the pit with doors, use that pulley in the corner and then you can push statue easily. Repositioning of statue opens doors that were next to it. Inside of this, you will found the lever, that opens second doors you have seen in the previous room. Return back, dive to the water again, (Lara can be glad that she has this diving suit.) and collect flares, two packs of ammunition and the most important Pluto’s key. In the end, you can return back and use the key, which results in unsealing golden doors.

3 - Undead Gladiators

Both traps in this room can be avoided, one of them is instant death-trap, the second one includes secret and you have a few moments to avoid certain death. Entering this room awake gladiator buried in the ground. Remember, gladiator can be killed only by destroying his magical hearth hidden under his tunica. After you get rid of him, proceed to the water pit in this room, because you are not able to push the statue over the water pit.

4 - NATLA’s divers

Soon after you dive in, the mechanism you triggered will lock the door behind you. Do not worry, you will find way out. Search around the area and collect medkit, pack of normal ammunition and pack of explosive ones. Do not forget about part of Wreck of Royal Navy frigate HMS Pandora, that holds old decorative dagger - crowbar for you. Unfortunately, NATLA’s divers are following you, and this will be a tough fight. You are outnumbered. After solving those troubles, try to find a way that you use to get back to the room where you fought a gladiator. Repose the statue on its spot and progress by this open new small room in this complex.

5 - Wreck of Royal Navy frigate HMS Pandora

Use dagger you obtained on switch hidden there. That opens new golden doors, but also awakes two undead gladiators. Send them back from where they came. Jump over the pit and enter the new corridor. Turn right and climb up for the second secret. Beware, two elite soldiers from NATLA’s company will come to assassinate you. You met one of him

before in the beginning. Follow the path they used to come and dive to the water. On one side you find what remains from Royal Navy frigate HMS Pandora. Before you enter the wreck, get some stuff from there, medipack and key from the vase(If you forgot, you can return back all the times). Swum into the wreck, and gather some harpoon ammunition hidden there, before you get into back part of this wrecked ship. You will meet a few divers from NATLA's company that searched for the way how to unseal temple. They were returning for re-surface again because they did not succeed in the way how to enter the temple. Send them to eternity and find what they sought for. On your way back you will meet shark and few divers from NATLA's.

6 - Pit and the pendulum

From the moment you enter, you saw two pendulums and spike pit blocking your way. You are not able to pass through unless you rise a block. You can do this by pulling the proper lever, to do so, you need to remove spikes under them. Push block nearby door away twice. Two soldiers will descend down to the room and will hide in the corner. Kill them and collect their chemical containers. Now the more difficult task. Who is the keeper of the power, that is able to rise a block? Mighty Poseidon, that is the king of seas, of is it Damocles, the ruler that was endangered by sword hanged above him, or is it Hephaestus, the god of fire or is it Atlas Titan condemned to hold up the celestial heavens or sky for eternity after the Titanomachy. Pull the lever with Atlas name and you can get across the trap. From now on, you need to decode levers on the wall to open doors that are on the opposite side of the trap. From left to right is it 1 3 4.

7 - North, South, East or West?

Return back and enter a new way that is now accessible. On the opposite side of the room with the spike trap is a button that you need to push and open new doors nearby. In this room are several rooms and 4 statues. You can easily place statues in their position.

(from this moment you can continue for a bad ending, by skipping manual on paragraph 10, somewhere in middle or continue with a good ending by following in paragraph 7) Once you placed all statues, you can leave, but if you want a good ending, you have to release Cerberus from his cell.

8 - Speaker for the dead

The beast is awoken. Cerberus, he is the guardian of the underworld, guardian of Hades realm. He is the Speaker for the dead. In this simple and long fight, you have to kill him, to obtain the key of dead from his corpse. This key can be used in his cell to open the trapdoor to another cave. There is another part of the wreck of the submarine from WW2. This wrack landed on old small treasury that contained a golden globe of gods. For the opportunity to claim this reward and pay to gods for removing Pandora's box, later on, you need to stop the generator.

9 - Melting the generator

Seek for the hidden lever that opens door to dry part of the wreck, where two soldiers from NATLA's company tries to stop the generator. Kill them, and use two chemical containers to melt generator and stop the turbine. Unfortunately several SCUBA divers from NATLA's company comes for their reward. You must kill them and claim the golden globe of gods. Now you are ready for the final chapter of this level.

10 - The End

Return back to the room with 4 statues and enter the room that was opened by the repositioning of statues. Kill all elite forces from NATLA's company. Use both Freemanson's keys and enter the last water cave. Claim secret and find a lever that opens the room, treasury, where Pandora's box is hidden.

For the good ending, you have to enter this room with a golden globe and place this globe to golden hand before you claim the Pandora. After that, you can claim the Pandora's box and dive to the water in an attempt to escape. Few divers will try to stop you. Kill them and return all the way back, to the place where it all started.

For the bad ending, just claim the Pandora's box, gods will be mad and angry, and you will die in water pit, the only way out because they will not let you leave.