

# FOLKLORIST DIARY – THE FORGOTTEN TREASURE

By Leoc1995

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<https://www.tombraiderforums.com/showthread.php?t=225834>

1. STORY
2. AUTHOR's COMMENTARY
3. TO PLAY THIS CUSTOM LEVEL
4. CREDITS AND SPECIAL THANKS
5. IMPORTANT NOTES

## ##1 - STORY

"Your eyes can lie to you... don't trust them!"

During her archaeological expeditions, Lara found the coordinates of a shipwreck that may have clues to the location of a Forgotten Treasure mentioned in the Folklorist Diary. From there, Lara decided to start her adventure by the coordinates of the ship, which indicate her location below a Cathedral in Venice. To avoid problems, Lara decides to investigate Venice at night, but some new(old) enemies will try to disrupt the investigation. The greatest dangers of this expedition lie in the depths of the shipwreck, as the Folklorist Diary mentions that people hallucinated when trying to reach the bottom of the wreck. Lara must face illusions, deliriums, alien threats, traps and everything that is dangerous in this adventure.

Will Lara be able to find the Forgotten Treasure and get out of there alive?

Enjoy this adventure!

## ##2 - AUTHOR's COMMENTARY

- This is my first TR1 custom level. I started this project years ago, but I didn't finish it. Now you can play the full version with 6 levels. The table below show you the name and the number of secrets in each level.

	Level's Name	Secrets	Author Statistics
1	Night in Venice	4	37 minutes
2	The Lost Shipwreck	3	40 minutes
3	Lara's Delirium	4	35 minutes
4	Out of Tune	2	32 minutes
5	Resonance	1	23 minutes
6	The Forgotten Treasure	0	7 minutes
7	Epilogue	0	2 minutes
TOTAL:		14	2 hours and 55 minutes

- In my Youtube Channel (**Leoc1995**) you can find the complete walkthrough of this TR1 custom level.
- Project built with Dxtre3d.

- Some additional tools were used:

- FexMerger 3.1
- PixStr 2.2
- Tbuilder
- FexInspect
- TRViewer
- WadTool
- Gimp 2.10.22
- Audacity

### - NEW FEATURES OF THE TOMB1MAIN

- Health bar for the enemies;
- Allows the player to look while running, jumping etc;
- Enables quick weapon draws and medicpack usage (keyboard shortcuts).
  - 1: draw pistols
  - 2: draw shotgun
  - 3: draw magnums
  - 4: draw UZI
  - 8: use small medicpack
  - 9: use large medicpack
- Enables TR3+ style sidesteps, e.g. shift+directional arrows (you still can use dedicated sidestep buttons).

### ##3 - TO PLAY THIS CUSTOM LEVEL:

- For ATI mode with restored classic colors, full soundtrack and a better experience, **run tombati.exe** (It's highly recommended to play with the ATI version).

- For DOS mode, will need to download a DOS package presents in others TR1 levels (from trle.net) and replace the .PHD files of the DATA folder.

### ##4 – CREDITS AND SPECIAL THANKS:

- Thanks to TurboPascal for the DxTRE3d.

- Thanks to rrdash (-rr) for the Tomb1Main.

- Thanks to my betatesters: Danath, Mahetus, Steven, BlackWolfTR, PedroTheGamer, Scourge and Lordancom.

- **FULL CREDITS video in the Main Folder (watch after play the fullgame).**

### SOUNDTRACKS

Track02	“Fable: The Lost Chapters - Oakvale (Gingertail Cover)” by Alina Gingertail ( <a href="https://youtube.com/watch?v=yaDsvB-8qno">youtube.com/watch?v=yaDsvB-8qno</a> )
Track03 to Track06	Tomb Raider OST
Track07	Tomb Raider II OST
Track08	Tomb Raider II OST - Vertigo
Track09	Tomb Raider III OST – Danger Theme
Track10	Tomb Raider II OST
Track11	Tomb Raider III OST – The Puzzle Element
Track12 and Track13	Tomb Raider OST
Track14	Tomb Raider Chronicles OST
Track15	Tomb Raider II OST – Venice Violins

Track16	Tomb Raider III Danger Themes (Mixed by Leoc1995)
Track17	Sherlock Sountrack – “The Game is On” Theme – Orchestral Arrangement ( <a href="https://www.youtube.com/watch?v=gNiC1Mxfl_w">youtube.com/watch?v=gNiC1Mxfl_w</a> )
Track18 to Track56	Tomb Raider OST
Track57	Tomb Raider I,II and III ambience mix (by Stranger1992) TRLE - Spectrum
Track58	Tomb Raider Chronicles OST
Track59	Fable OST- Knothole Glade ( <a href="https://www.youtube.com/watch?v=q3c5u9xPNeI">youtube.com/watch?v=q3c5u9xPNeI</a> )
Track60	Lara Croft and the Temple of Osiris – Overworld II – Blood on the Sand

## TEXTURES

- Back to Basics 2010 – Venice
- Classic TR1/TR2 textures (mainly Maria Doria original Textures)
- Textures from Trsearch.org (Textures created by Trinity, Mr Xy, Harrys and KyleCroft)
  - Transition textures by Leoc1995

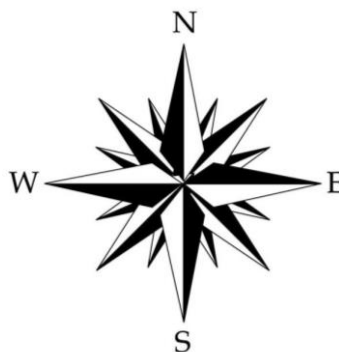
## ##5 – IMPORTANT NOTES

- 1) TR1 is the most limited engine to build levels and a little unstable, so bugs and lags can happen. Furthermore, the TR1 engine has some bugs which cannot be fixed:
  - a. If you deactivate a fire emitter, save and reload the game, the fire will be activated again. To avoid this problem, I placed the fire deactivating levers near to it.
  - b. Sometimes, the atlantean mutants doesn't explode when die, only disappear (mainly in the level 5). This bug happens in the original TR1 too (mainly in TR1Gold), so, it's a bug from the engine.
  - c. Sometimes (rarely), doors and trapdoors don't sound when opening / closing.
  - d. In the Level 6, if you save and reload the game, the “bossfight music” will play, even before it occurs (unfortunately in the classic TR there is the option of only one ambient music per level).

--- Despite this, I developed a consistent project that will make sure that these bugs do not harm your playthrough.

--- It's highly recommended to use the TombAti file of the game folder and not replace in other TR1 custom level. This level used the Tomb1Main 0.13.1, so different files can cause bugs and crashes.

- 2) The image bellow shows the description of the Compass. The **RED** arrow show the right direction (Important mainly for a puzzle on the Level 2).



I hope you enjoy this new TR1 Custom Level

Thanks for Playing

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