Tester tips to best play "Inside the Destiny"



Your task is to find 4 keys to access the final room of the Stargates.

In the initial room there is an enemy who will drop a revolver weapon.

After you need also a Laser Sight. Enter and explore the 2 side rooms of the engine room.

The best path to take the Keys is to explore one floor at a time, entering the doors that open as you pass. In addition to the stairs, you can also use the elevator from floor 1 and then go up the next floor.

To avoid lasers I recommend using flare and side jump in the highest part of the corridor ceiling. In one case you will have to crouch down. You will visit the coldest areas of the ship and Lara will lose her life for this reason. You will have to be fast. It won't be easy because the spaceship is controlled by the VANIRS, a race that wants to take over the incredible technology of the Ancients.

A couple of teleports will put Lara in the opposite position to the next path to take, just turn 180 °. The graphics engine places Lara in that way.

No bugs were found in the numerous tests, except one time a one graphic and one sound with any importance, due to graphics engine

There are 9 secrets to find, have fun finding. The game play is smooth and in some phases you have to squeeze your brains out, but nothing is really impossible.

*I am really grateful to Franky for making a level like this, with 175 rooms, overcoming technical difficulties not common for a level designer.*

*Some players, luckily a minority, don't realize that, between writing a plot and a screenplay for a level and making it, there is an abyss.*

*All of us players will need to have the constructive technical basis of the trle - Ngle to be able, objectively evaluate any level. First of all, we respect the level designers and their great passion for building levels. They give us just over an hour of fun in exchange for dozens of days of intense work on the PC, with continuous tests and game tests. A heartfelt thanks to all the level designers.*

By Roberto Web - Science fiction writer & VideoGame Tester