

TOMB RAIDER II

THE ANCIENT JADE MASK

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STORY

A Chinese tale tells of an emperor who ordered the most skilled crafters to make him a magnificent mask made entirely of jade. This mask symbolized his power as a ruler. Before dying, he made his servants place the mask in a special temple in the mountains. This temple could only be opened by 3 special stone keys, which were scattered in various places of the world.

In addition, deadly traps and magical guardians were placed inside the temple to ensure no one would ever get the mask.

Lara wants to get it, but there are others that also want it. She knows that a group of bandits have recovered one of the keystones, and they have it in their hideout in the Italian city of Pescara. That's her first destination.

ABOUT THE GAME

Welcome to my latest adventure! This is a special project for me, something I wanted to make for a long time and is now a reality: my own big adventure for TR2! And made with Dxtre3D no less! It took a ton of time, but I'm very satisfied with the results. I hope you will enjoy playing it.

There's 9 levels in total, divided in 4 different sections:

- **Italy:** Levels 1 and 2
- **Undersea:** Levels 3 and 4
- **Siberia:** Levels 5 and 6
- **China:** Levels 7 to 9

Each level has 3 secrets, except the last one. So there's 24 secrets in total.

If you find them all in each level you will be rewarded with extra ammo. There's one weapon accessible only with secrets, so search well! You have 2 chances of obtaining it. ☺

The game is designed in the same way as the original game, in the sense that there's more than enough supplies to get through all the levels without finding any secret. They are just a plus!

These are the secret items, in order of value from most to least. Each section has their own:

ITALY



Gold Brooch, Silver Brooch, Bronze Brooch

UNDERSEA



Ruby Vase, Sapphire Vase, Amber Vase

SIBERIA



Gold Cup, Sapphire Cup, Silver Cup

CHINA



Gold Dragon, Jade Dragon, Silver Dragon

INSTRUCTIONS

This game uses the TR2Main patch developed by Arsunt. It enhances the experience in many ways.

Before playing the game, please double click and apply the file “Activate first.reg” on the main folder. This ensures the game is using the needed features for it to work properly. Don’t worry, there’s nothing malicious inside the file, you can inspect it with notepad if you want to.

There’s also a Game Setup file you can use to launch the TR2 game setup and adjust the options such as resolution, etc. It’s a bat file because this way it can work for everybody. Again, nothing malicious in it.

You will have noticed there’s a folder called “ExtraOptions”. This is explained in a later section.

IMPORTANT INFO

- Please be aware that pickup items no longer glow in the dark, you will need flares/gunshots to see them!
- Timed segments in the game all share the same music cue, so they are recognizable.
- If there are overlapping objects/polygons, it means Z-Buffer is off. You need to turn it on by pressing F7 ingame, or toggle it on in the game setup.
- The game is intended to be played without bilinear filtering, if it’s on there will be some textures not aligning properly. You can toggle it on/off with F8 ingame, or in the setup.
- There’s a possibility for the game to crash, when Lara crosses through a light bulb (an object used in the editor for lighting). This is a problem of the Dxtre3D editor on TR2 and sadly can’t be fixed. I tried my best to avoid this error, but it could very rarely happen.
- There are loading, ending and title screens for 16:9, 4:3 and 3:2 aspect ratios, but 4:3 may be too stretched. Sorry!

EXTRA OPTIONS FOLDER

This folder lets you activate or deactivate different options available with TR2Main. This is the only method right now to change the options, through the use of those registry files.

I included this folder so you can revert back TR2Main features to the ones you want after playing the game. But please use the intended options for this game by applying the “Activate First.reg” included file.

Explanation of the different subfolders:

- **Controls:** Move Lara with D-Pad or Analog, Sidestep with walk button.
- **Graphic Effects:** Alpha Blending, Custom Water Colors, Sprite pickup style, Reflections, Round Shadows.
- **GUI Scale:** Adjustable sizes for both in-game and inventory screens.
- **GUI Style:** Inventory background style, PS1 bar positions, PS1 styled bars, PS1 inventory text box, Savegames slot number, level stats background style.
- **Other Features:** PNG format for screenshots.
- **Pictures:** Loading screens, EU/US logo screen, Picture stretch limit, Remastered pictures.
- **Sound:** Barefoot Lara sound, Inventory music volume, Underwater music volume.
- **View:** PS1 Field of View, Fog distance.

LEVEL 1 CHANGES

Level 1 changed since the demo version. This is the list of changes:

- Graphics were improved.
- Changed pickup items positions.
- Made buttons and levers in the beginning area easier to spot.
- Added a fence in the dock area so it's clear where you can't go.
- Reduced the backtracking time by exchanging key positions, the ending is more straightforward and satisfying now.
- Adjusted ceiling height in the timed run section so it's easier to complete.
- Made a jump to one of the balconies easier/less annoying.
- Added a door sound to the metal gates opening/closing.
- Eliminated possible softlocks in the dock area if you leave the boat at certain positions.

TOOLS USED

- | | |
|-------------------|-------------------------|
| ➤ Dxtre3D 2.0 R2L | ➤ TRmoveable2staticMesh |
| ➤ GIMP | ➤ TREditSound |
| ➤ Paint.NET | ➤ AnimCommandFixer |
| ➤ TRViewer | ➤ Total Audio Converter |
| ➤ TRLevelUtility | ➤ Mp3DirectCut |
| ➤ PixStr | ➤ MP3Gain |
| ➤ RView | ➤ Ocenaudio |
| ➤ WADMerger | ➤ Resource Hacker |
| ➤ Msfx | ➤ Notepad++ |

CREDITS

Core Design, for the original levels and music from Tomb Raider 1, 2 and 3.
Arsunt, for his fantastic TR2Main patch.

Level 1

- Trees and grass: BtB Greece
- Bushes: Trinity, recolored by me.

Levels 3 and 4

- Underwater plants and rocks: Teme9
- Hanging crystal light: Trinity, additional mesh by Feder, recolored by me.

Levels 5 and 6

- Trees: Level Next Gen, Dino
- Grass: Trinity
- Bushes: Trinity, recolored by me.
- Bush, rocks: Teme9, rocks recolored by me.
- Throwable icicles: The Great Chi.

Level 7

- Decorations: BtB Asia
- Bamboo plant: Teme9
- Ambient music remix: Topixtor.

Levels 8 and 9

- Decorations: BtB Asia, some recolors by me.
- Enemy mod and throwable shurikens: The Great Chi.
- Music: Peter Connelly (AOD: The Lost Domain).

BETATESTER TEAM

Special thanks to all the betatesters, who helped me make the game even better. ☺

In alphabetic order:

- ❖ DaroRaider
- ❖ Egypt_gypsie
- ❖ Feder
- ❖ Leoc1995
- ❖ Opaque79
- ❖ Thewolf
- ❖ Topixtor

SPECIAL MESSAGE

I wished to place here a special homage to The Great Chi.

He was a loved member of the Tomb Raider community, and sadly passed away not long ago. ☹

Without him, this game wouldn't be the same. He made an entire custom enemy for me, and the special throwing items enemies use in levels 6, 8 and 9. Thank you so much, friend, and RIP. ☺



I will share all the objects I used to build the game on TRSearch.org soon, this includes the custom items Chi created. It would be great if other builders used those.

Will also share the texturesets on TRSearch soon.

FUN STATISTICS

Some building statistics for the game, just for fun!

- ❖ **Total building time: 3 years, 58 days**
 - ❖ **Total number of rooms: 1504**
 - ❖ **Total number of triggers: 988**
- ❖ **Amount of problems: Far too many!**