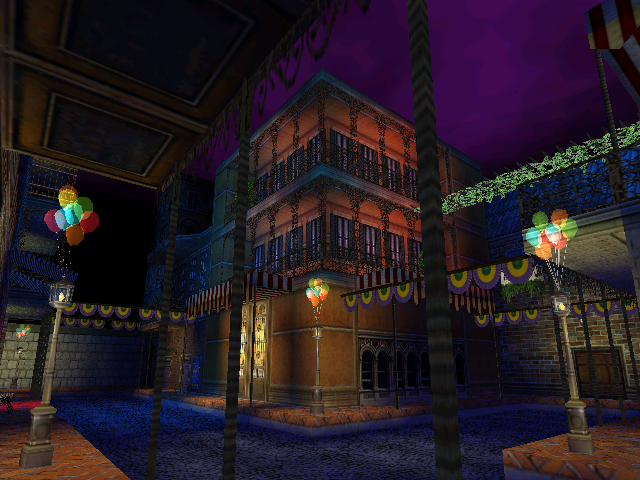
**Tomb Raider 4: The Fountain of Youth**

By Feder



**Original story by Philip Campbell:**

*“It is believed that the fabled Fountain of Youth lies at the very center of the vortex known as the Bermuda Triangle – it has even been said that this ‘fountain’ does not just merely act as a regenerator of ‘life spirit’ but may also be the gateway to the heaven-like state of Nirvana (or the true location of Atlantis)…*

*In mythology, the Bermuda Triangle can be viewed as a sequence of 3 ‘lay lines’ locked into place at the 3 corners by powerful and magical ‘generators’. It is only by the sheer accident of a spilt cup of tea that Lara, while pursuing this mystery, discovers that the Bermuda triangle may have been plotted in the wrong position, and a simple shift in her calculation of its geometry reveals 3 possible new locations for these generators. One point lies in New Orleans…”*

**Part 1:**

Lara has arrived to New Orleans the night before Mardi Gras, and started investigating the legend of the ancient voodoo queen Marie Laveau. It is said that through her powers, her followers could reach trance visions of Nirvana and ended up being regenerated as zombies. She was buried somewhere beneath the New Orleans Cemetery, along with the magical statue. However, the statue needs to be back into its receptacle, which lies in al old plantation located in the Louisiana Bayou, in order to activate the Generator.

**About the project:**

This is my first incursion into the Tomb Raider 4 engine, and a rather ambitious one. I tried to do my best to adapt the concept of the first levels, following the line of the classic “Gold” expansions, that means, using the original soundtrack and avoid (as much as possible) NG features. However, there is a long way ahead, and these three levels will probably suffer many changes in the final release, so this may very well be a long DEMO.

**Secrets:**

* Level One: 5
* Level Two: 3
* Level Three: 4