

Legacy of Oda Nobunaga

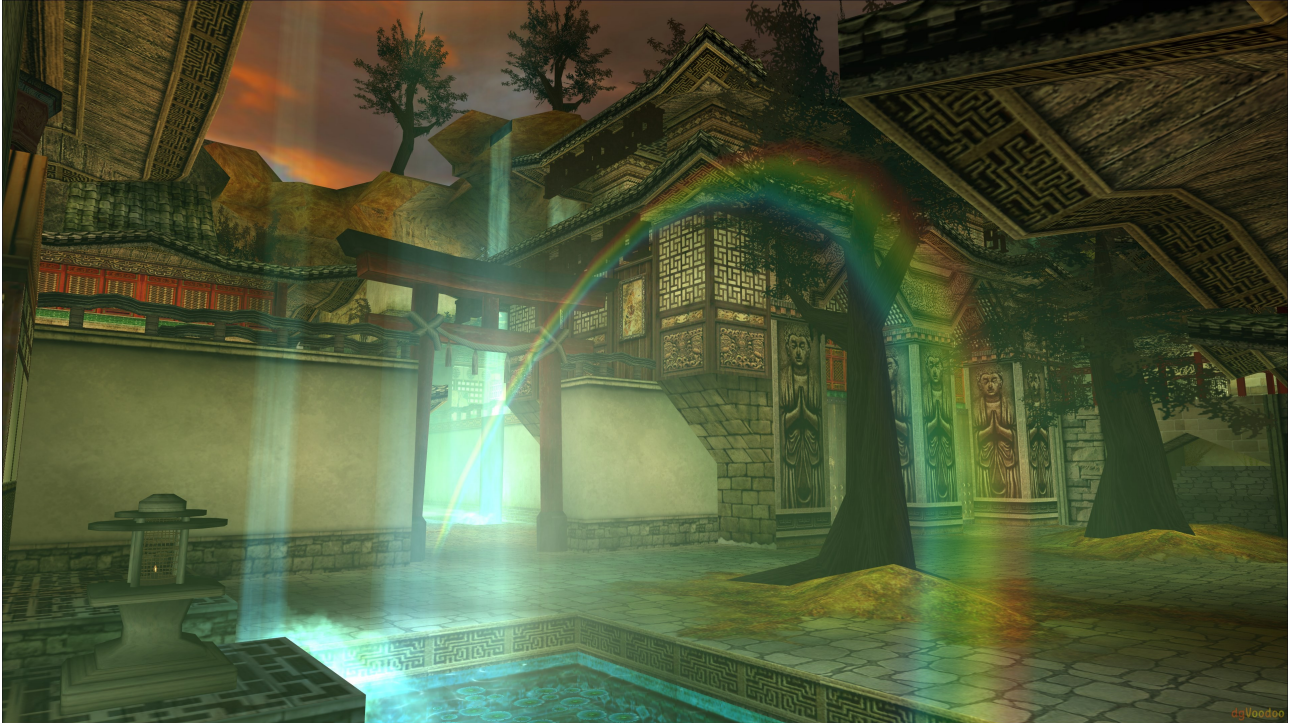


Table of contents

Preface.....	2
Story.....	2
Installation.....	3
Standard Version / Eyecandy Version.....	3
Technical.....	4
Gameplay / Levelstructure.....	4
New Jumps, Hints and Secrets.....	5
Knowing Bugs.....	6
Thanks & Credits.....	8

Preface

Originally intended in 2010 as part of a joint project, now found again after more than 10 years, 4 month revised, advanced. modified and more... and now released as an independent project.

Story

When the power struggles of the old Japanese generals took place in ancient Japan during the Sengoku period and the young Oda Nobunaga was about to become one of the most powerful generals of his time, some villages on the edge of Mount Fuji were looted and abandoned. According to legend, Oda Nobunaga received an artifact from his father with which he gained enormous advantages in the battle for the lands. Driven by curiosity, Lara sets out on a trip to Japan to bring long forgotten legends to life and to find the artifact which Oda Nobunaga hid centuries ago in his long-abandoned and recaptured sanctuaries.

Installation

This level is directly playable after unpacking the archive.

Standard Version / Eyecandy Version

Standard Version

Since there were FPS problems with some PCs, I installed a distance fog in the latest version and removed the fog bulbs with Volumetric FX.

The game runs smoothly, but at the expense of the atmosphere, as the levels now contain distance fog and only static objects for the fog.

Eyecandy Version

If you want to enjoy the **full graphic / atmosphere**

(VolumetricFX with FogBulbs / Dynamic Fog) instead of the preset distance fog, please copy the Script.dat

from the eyecandy_script folder into the main folder of the game and replace the script.dat from the main directory with it.

Please note that in some areas there is

lower-performing CPUs can cause frame rate drops.

In the original folder you will find the script.dat by default is used (more FPS). With that it could be undone.

Please don't use the Levelmanager, or any similar tools.

Sorry, this game is not compatible with MAC. Please give me a review after playing!

Technical

Start building: May 2010

Duration: about 12 months (8 month in 2010, 4 month in 2021)

Playable Level: 3

Playtime: 3-5 h

Secrets: 9

Gameplay / Levelstructure

As this is a project of three playable level Lara starts with Level 1 and the adventure ends with the third level.

The game starts in an abandoned village in a valley. In the second level you go up into the mountains to find the holy monastery of the third level. And to complete the trip you have to explore the whole holy monastery of Oda Nobunaga.

At the first level the focus is more on exploring and solving some puzzles. The second level requires some skill in dealing with Lara. The third level includes the holy monastery with many puzzles.

There are timeruns in the levels but the harder timeruns were saved for some secrets.

New Jumps, Hints and Secrets

Ledge Jump Up:

Lara can jump even further up one ledge. To do this, the "jump" button must be pressed while Lara is hanging on an edge.

Ledge Jump Backwards

Lara can push backwards and jump forward. If Lara is hanging on an edge, the "Back" button must be pressed.

Hints:

At the beginning you can find the diary of Oda Nobunaga. Read his notes carefully, some puzzles can be solved with the hints in that diary.

Secrets:

Each level contains 3 Secrets.

One jade, silver and gold dragon can be found per level.

Note:

New weapons can only be found under a secret, so keep your eyes peeled!

Knowing Bugs

Attention:

Do not place the torch on the Pushable as it may disappear. The torch disappears when changing levels. Since there are enough a new one can simply be taken and have to be fired again.

1)

Sometimes it can be happen that Lara cannot grab a ledge any longer. To solve this problem quit the game, restart and load your savegame.

2)

If you shatter a box, and you get neither a Shatter sound, nor you see that the object shattered, it can happen that the item in the shatter won't appear. If that's the case, simply load an old savegame and try it again.

3)

When the torch burns and Lara throws it, there is no more fire to be seen. As soon as Lara picks it up, the flame is on, don't worry.

4)

If no sound can be heard after pickup a secret, restart the game once, this should solve the problem.

5)

Do not keep the switches in the monastery "pressed", otherwise it will be turned from "right" to "wrong". Then turn back again if it should be turned further during the camera sequence.

If the chain cannot be operated afterwards, although the flyby came, a previous save must be used.

6)

If the diary is opened and closed, there may be a graphic problem in the menu that the text of the diary is always displayed.

Please quit and restart the game.

7)

If objects cannot be picked up or cannot be collected from pedestals, restart the game once. then it should work.

8)

If there is playing an audio and you open you diary the audio stops and wont play till the end.

9)

If there is playing an audio while you find a secret the audio stops and wont play till the end.

Thanks & Credits

So that this level could be build, the editor had to be release out first of all.
CORE DESIGN © thanks !

Also many Thanks to the whole Team of the new **Tomb Editor** and the other tools like **wad Tool**, **Sound Tool**, **Tomb IDE** – and of course ChocolateFan for the great **FLEP** tool.

Many thanks to

illyaine for his help with image processing - especially with the horizon :-) or basic help (Crowbar Anim), TE, TRNG, FLEP questions. Thanks for testing and anyway for everything!

Jörg (Die Basis) for help whenever I had questions and the great tutorials on www.trlevel.de

AgentXP for Lara's Voice

my beta testers

Markus

NanakiAzakee

Jeanne

illyaine

Kubsy

Logo - by illyaine

Shackle track - by illyaine

Ivy - by illyaine

Asia Textures - by illyaine

Lara Pull up Animation - by GeckoKid

Tumble after Jump Landing Animation - by GeckoKid

Throw Animation - Original of Core Design, extraced & uploaded from sapper and edited by Tcake

Old gun of Oda Nobunaga - by illyaine

Paper for Diary - by illyaine

Torii Gate - by underhoe

Japanese Lantern - by underhoe

Japanese Fence - by underhoe

A bonsai plant - by bekim

Decorative Asian Set - by usuki_frenzist

Tibet objects set one - by -TRANGEL-

BtB Asia Package Objects - by trle.net

BtB Tibet Package - by Team and Jesus C.Croft

static Fogs - by Jesus C.Croft

Objects from "Tibetan winter Remake" - by Mr XY

Tokyo Golden Dragon Statue - by Laras Boyfriend

Load & Save panel 2 - by maax87

Ng Tr3 Medipacks - by LggProduction

Wooden Sun Puzzle - by Sponge

key / Holes HCP - by Sponge

Dragon Items - by teme9

Better Weapons Pack With Magnum - by TRAngel

Archaeologist Short Outfit Pack - by PoYu

Archaeologist Short Outfit Pack by PoYu edited (without glasses) - by illyaine

Single Desert Eagle Pack - by DeltaTR

Audios

Many Audios by

https://soundcloud.com/sei_peridot

Disclaimer:

This level was not made and is not supported by Core Design Ltd, EIDOS Interactive and Square Enix. This level must not be modified, sold, rented, leased or commercially exploited in any way.