

TombRaider – LevelEditor – 25th Anniversary

Manual / Tutorial

Project built by DroneSpencer

In cooperation with my mentor Sabatu

**Thank you for teaching me how to build my
level!**

**“Going into the dark, walking in the sand,
searching for the tomb, just going in there.
Looking onto Seth, falling into traps,
chasing by mummies, running in fear.”**

DroneSpencer December 2nd

Basic information – Preplay preparation

The player needs to know the basics of the game, so it is good to know how to play Tomb Raider 2 at least. This custom level works on the same and similar mechanics to that game, and it is not required but is better if the player knows what to do.

In this custom level, the player starts with nothing. However, the player can collect plenty of stuff during the levels.

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Disclaimer

This tutorial is complex and maybe not correct in English grammar.

I apologize for that. I hope you will find this helpful.

The level has three secrets.

Spencer! stop talking about nonsense, and let's go on the tutorial. :D

Level 01 – Caves of Atlantis

1 - Base Camp

The player starts in a small basecamp after the quake caused the collapse of the cave entrance behind. There is only one way out, and that is forward. You were forced to leave all gear and equipment behind, so you start weaponless. You can claim weapons, which were abandoned near the campsite. Fiamma Nera is there, or at least was there.

2 - Climbing up

Thankfully, there is a path out. There is a small med-pack nearby, do not forget to claim it. Once you climb up, beware of boulders. Behind one is a hidden flare pack. Your way ends blind, and the only way out is through the water. Once you ascend on the opposite side of the tunnel, there will be four paths to go. For my following reference, the two ways on the other side from your way of entrance will be the North ones, the one on the side you came in will be the South ones, the left ones will be the West and the right one will be the East. And beware of barracudas in that lake.

3 - Control Room

The first area that you will need to visit and many time re-visit is the control room. This one is located in the NE corridor. Once you are there, doors will automatically open. Inside is a room with five levers and instruction cyphered on the walls. This instruction says all the pairs of switches you will need to use, each pair will open one door, and if the pair is switched, doors will switch as well. Each combination is shown by trail in the walls. (14 23 45 12)

4 - Area of a sunken ship

The combination of doors is 14. This area should be 1st because there are no enemies at all. So you need to avoid several boulders as first, afterwards, you will get into the cave area. There will be just a little bit of platforming, nothing else. You need to find your path to get behind the rocky hill towards you once you enter. You can do this by starting on the left-hand side near the wall. Afterwards, it is just platforming and searching the path. Once you reach the opposite side, you will have the opportunity to claim the pickups in-wall. If you decide to do so or not is up to you, you need to jump to the hole in the ground for further progress. There you will find a wreck. Inside of its rusty and almost collapsed mechanical part is a lever that will open your path to the collapsed tunnels. You need to avoid certain traps, but you can reach the area with a pushable rotten wooden box. There, you will find a lever that will let you inside the “better” part of the ship. The ship is upside down, and fortunately, all water is blocked by the ship itself. Grab the edge, shimmy to the left, and jump over the spikes for the switch. Get down and in the left corridor get to the ground part using under jump for reaching key. This will open a door for you in a rusty area. The ship is collapsed there, and you need to get through the water tunnels. Do not forget your weapons there. Now you can dive into the tunnel. On your path, there will be several pickups and air capsules. After you get through the tunnel, you will ascend in the cave. On your way to the “surface”, you will need to jump over several traps in the form of lava pits, followed by a key from the wreck. Claim the first

fuse and run away through the cave till you reach the hole to the lower cave levels. There you will fall to the unknown, but nearby is a lake you well know, so get back to the control room and continue in your journey.

5 - Path of faith

From now on, it will start to be complicated. At first, Lara needs to go into doors unlocked by combination 23 and are located on the SE side of the pool area. In this area. The first obstacle in this area were some boulders. Once she reached the top, there were locked doors, but where is the key? Lara continued into the back part of the cave, where the lever was hidden, and by using it, she opened doors at the bottom of the area. She did return down and followed the newly opened path until she reached the slope. She slides down and follows the right tunnel. In the end, there is a Path of faith. It is just platforming above lava, but it is tricky. Every jump before you reach the crack in the wall where you will need to shimmy over to the other safe spot, it is about to run and jump under the proper angle. Once you shimmy, continue on your way towards the building with the same method. The last jump should be done using dive jump/angel jump. Once you are there, open the doors, and claim the key and shotgun. Leave using the ladder. Now you can go back through the cave system. Beware of the lava pit. In the end, you will get to the drop on the pillar at the beginning of the lava pool area. Climb out. Now you are back above the lava pit. To return, you need to get back to the slide, and now instead of going right where you were right now, you will go left. This is a pretty narrow path, just swim through the tunnel, climb up, pull the box, and you are almost where you started. Now get back to the area where two boulders were, and claim back. There is a keyhole you noticed a while ago, so you can finally unlock the doors, kill some dudes, and claim the first fuse. Do not forget to pull the switch so that you can claim a harpoon gun as well. The last thing to do is to return to the control room.

6 - Chambers of death

For the second fuse, the player will need to sacrifice some of his blood. Gate will be opened by code 45. This area is located SW and on the "upper floor", where you can also find the path for Secret 1 (see Secret location 1). Once you find the entrance there, you pass through the small hole to the cave area with locked doors on the right-hand side. On the opposite side is falling floor to space with slide to the Chambers of death. Legends say that thousands die inside of them for the joy of the cruel emperor of Atlantis. You have no time to waste time thinking about myths cause 1st wall with spikes is coming to crush you. Run from them and climb up fast, afterwards jump over the blade and hop down. Blades on your left will not be in motion unless you step on the tile right, make a proper pose, and side jump for med-pack, afterwards jump forward for lever and quick hop back and run jump over lava. After a small corridor, there is a hole in the wall. You can jump to it from space and avoid boulder from the left, or you can roll, so you barely touch the tile under the window and run back. Jump on the other side and run jump over lava. Spikes will chase you again, so just run for lever and, after using it, side jump over lava. Now you need to claim the key. Once you do, spikes will get into motion, so get back to the doors until you can or crash. Once you get with the key behind the wall, there will be a rolling blade. Once it is on the left, run to the right. There is hidden a few pickups. After you pick whatever you want, jump over three tile lava and slide jump

over the next one. There is a second rolling blade that protects the switch from the final doors. Now you just need to climb up to higher levels, so jump over lava, from the edge back jump above you, and now you need must barely touch the darker tile, from this point you need to get back to the window that you used to get up there, so boulder just misses you by a skin of teeth.

Now you just climb up and leave this area behind. Ok, back up “on the surface”, so get to the place you used as the entrance to chambers of death and use your key. After little platforming, you will reach the top, where a large med-pack is in case of need. Remember original levels like The deck? Remember Maria Doria? Show me your skills if I crossbreed them. After you get down, you have a second fuse.

7 - Ydor's Chambers

Finally, you reached the last area and last fuse. For entering this section, you need to use levers 12. Slide down and jump over the lava area. Once you reach another side, beware of the boulders. Now the most favourite part of mine begins. You reached the underwater chambers of God Ydor's one of old Atlanteans Gods, God of the water. Grab the air in air capsules anytime you want. Beware of sharks, barracudas, divers and all the creatures of the water ecosystem. Swim around the temple, around the right tower to the back of it, and get for the first switch. This shows you the sequence for doors, where is a second switch. After this one, you open the left wing of the main building. After a short swim, there is an area where you can get out of the water. Jump over the lava, pull the switch and return, now you can enter the second tower and there, you can pull the lever to open the right doors of the central part of the temple. There is a switch that will open the central area. This area is not a problem regardless of puzzles, but there is your main enemy, the air, and many dudes. Once you reach the main room, leave the water, and on your way up, you will claim Ydor's Gemstone. Once you reach the top, you will be able to unlock doors using Ydor's Gemstone. This will result in collecting fuse hidden behind several traps. Once you have everything, dive into the water, get through the temple again and leave this area behind. You should have all four fuses now to get to the last part of this level.

8 - Final Area of Caves of Atlantis

After you collect all 4 Fuses, you can finally get to the final area. You can get there using the site with the control room. There you will jump to the pool, and after a very short dive, you will reach for the area of Atlantean caves. There you will get up using a staircase to an area with four fuse slots. This is everything you need to do,

now just grab the edge, let Lara fall and go left facing fuses slots. On your way, you can jump over the lava, and that is it, reach the doors you have seen in the cutscene, and you are sliding to the next level.

Secret location 1

To claim the 1st secret, you need to watch your path back from part **4 Area of the sunken ship** carefully. Once you ascend, there will be a cave full of lava pits. One of the pits has a tunnel you can enter into with a secret.

Secret location 2

To claim the 2nd secret, it is required to have solved part **5 Path of faith**. Without it, the player will be able to start a path for the secret, but will not be able to complete it. Once you decide to go for the section Chambers of death, you will notice a box in the wall that does not suit much. You can push it away and enter a small maze. So the box blocking the entrance push twice, turn left, and there are two boxes, the one on the right push and get around for the box that was on the left, so you can create some space for pulling the box you moved earlier. Now you can pull the box two times, and the path that was blocked is now free. There will be one more box you need to push and pull, and it will allow you to enter the next area. There are some slides you have to jump right at the time cause fire pits are under them. Last but not least, there are some boulders to overrun. Once you pass, you pull the lever, opens the doors and get to the cave leading to the secret area.

Secret location 3

For this secret, you need to have everything done. This secret is part of **the 8 Final Area of Caves of Atlantis**. Use all the fuses, and enter the final area. Once you do so, there is a hidden path on the right. You will climb up, jump over the lava, on the pillars and the pyramid, not just jump around, get on the other side, and get above the place you entered. There is a lever. Now just jump all over again, get into the doors, and get your reward after several traps.