

Shattered Memories

By Leoc1995

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##1 - STORY

"All your memories are broken/shattered, so you must find a way to reconnect them".

Lara is at home after retrieving the "Forgotten treasure" and storing it in the mansion. However, during a cold and calm night, Lara hears an explosion in her mansion and must investigate the reason. Upon getting out of bed, Lara loses consciousness and passes out. The level starts with Lara waking up on the bedroom floor and, as she tries to leave the room, the door unexpectedly closes. With all of Lara Croft's memories shattered inside an illusion of her mansion, the only way to end this nightmare is to retrieve the treasure and destroy it. "Shattered Memories" is a Folklorist Diary spin-off and is included in the "Classic Engine Competition 2021".

Enjoy this adventure!

##2 - TO PLAY THIS CUSTOM LEVEL:

- Run ShatteredMemories.exe to play
- Highly recommended to run "applyfirst.reg" before play to add the TR2Main features.

##3 – AUTHOR STATISTICS:



##4 – CREDITS AND SPECIAL THANKS:

-->>> BETATESTERS <<<<--

- ❖ BlackWolf
- ❖ Danath
- ❖ Denny
- ❖ Kubsy
- ❖ Mahetus
- ❖ PedroTheGamer
- ❖ SnipingSaix
- ❖ Steven3517

- Outfit

- Outfit based in TR2Randomizer by TR2Rando team
- Lara's gloves edited by Leoc1995
- Holsters edited by PedroTheGamer
- Outfit details by Leoc1995

- **Red Skybox:** TR2 Randomizer (details edited by Leoc1995)

- **Mansion Keys (Level 1):** By Symo96 in the custom level "Vendetta (Demo)"

- **Enemies:** Created by Leoc1995

- BirdMonster from BackToBasics 2020 and edited to TR2 by Leoc1995.

- Soundtracks:

- Classic TR OST
- The Tomb Raider Suite
- Tomb Raider - The Dark Angel Symphony

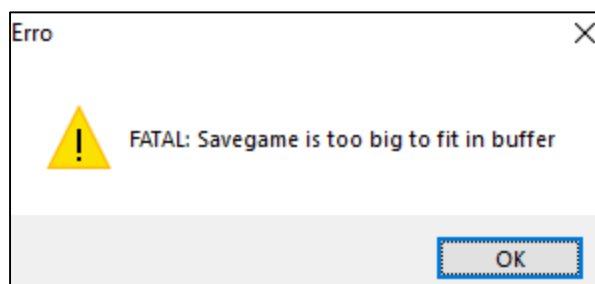
- **Title screen and Loading screen:** Picture by Steven3517 and final details by Leoc1995

A Special Thanks for the betatesters and everyone who, in one way or another, helped me in the building of this new project! This is my first project using TombEditor, so learn a new editor was not an easy task. Tomb Raider Level Editor is a hobby for me, so I only want you have fun playing my new custom level.

##5 – IMPORTANT NOTES

A) CRASH DURING THE FINAL TESTS

During the last development stages of the custom level, a crash happened in some parts of my level when tried to save:



I did a special work to try solve this issue and, during the betatests, any tester had this crash. So, I think this issue is **SOLVED!** However, I suggest you Save often, save in different slots and, if this happens, try reload in a previous part and don't save in the same place of the level where the crash happened. Report to me with a message in my Instagram or Youtube Channel (infos in the first page of this readme).

B) MUSIC/TRACK REPEATING DURING THE LEVEL

In some parts of the level music/track can repeat if you save, reload the game and go through the same trigger activation location again. This is an issue arising from TR2Main that has not yet been fixed, but does not impact gameplay. Some parts i could solved, but in others it can occur.

I hope you enjoy this new TR2 Custom Level

Thanks for Playing

Leonardo (Leoc1995)

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