

# House of Horrors



by mugs  
produced by Sponge

## Project Background

This is a game made from a file found on mugs' harddrive. The file named "HoH.PRJ" contained a map of a house in a rolling landscape, and a swamp. There was no inside to the house except for the main hall on the ground floor, the map was bare of lighting and apart from Lara's Jeep, there were no objects. Sponge used that project as a base to create House of Horrors.

## Story

The news of a recently deceased clairvoyante stirs up some rumors about her backstory. The woman had abandoned her property to live a somewhat nondescript existence at the fair in Maine after the rest of her family had died under most curious circumstances many years before. Lara Croft sets out to unravel the mystery surrounding the house.

## Secrets

There are five secrets, all to be found in Level 3 *House of Horrors*.

## Known Bugs

The shooting switches are buggy. The red button can best be hit with the pistol. The baloon is tough to shoot but try from different positions and you will hit it eventually. The game will often crash when loading a savegame after Lara dies in Level 3. Restart the game and all savegames load okay.

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## Monologues

Diary Entry, May 29th:

I don't use my gift as much anymore now that I have joined the fair. If only it had been strong enough to see what was coming when my husband bought the Benson House. Maybe I didn't want to see it. Standing on the threshold, I felt something dark was lingering within those walls.

My hybris has led me to fail in my art, and as a mother. I tried to leave it all behind, but even after all these years, it still haunts me in my dreams every night, this house of horrors.

Priest:

I may not be able to stop you from going in there, but the police are already on their way, and they will escort you back out!

## Screenshots



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## Credits

### Voices:

Clara: Beatrice

Priest: Sponge

### Audio:

mixkit.co: 019, 023, 024, 025, 027

Karlo002: 104

Sponge: Background sounds and tunes

### Textures:

tombraidergirl: window with spiderwebs

Devastation Pack: Tram textures

Sniper Pack: concrete, asian wood panelling

NOLF2 Pack: stained glass window

NOLF Pack: tracks

### Objects (I/III):

A\_De: radiator, medical cabinet, Citizen (remodelled into police officer), fume cupboard (from city objects pack), ironwork mirror, rusty fence static

AgentXP: Orange vine

Bojrkraider: low resolution trees, archway, broken archway,

Caesum: bed

Carlos Delacalle: Police Laramodel

Core Design: golden column, hanging plants, bathroom lamp, laundry, urn shatter, TR Boat,

Cornchild: Shotgun (edited by Sponge, shot sound by Barry), balloon

D. Jackson: table with chairs

Danilo: Uzi (Ingram)

Dennis: Fern, AoD bush, Ivy, AoD Street Lamp

Devoid: Lasersight

DJ Full: bag of potatoes

Duchy: Kebab table

EssGee: burning torch, bat, elephant trunk pedestal, black iron key,

Eva: Wooden Banisters

Golden Dawn: I know what killer, hellhound, Avril Lavigne Outfit (girl head mesh), Evil Fairy (edited by Sponge)

Horus: telescope (from BtB Steampunk Wad, resized and retextured), vertical cobweb, celtic knot, trapdoor, Falling Block

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### Objects (II/III):

Horus Goddess: cabinet with cans (made into a door), Crowbar, Belt from "TR3 London Remake", Crossbow, Shirt (Before the Storm)

Jesus C. Croft: revolver ammunition, persian foot rest, spyglass, Manticore (SPHINX, edited by Sponge), books, candles, cushions & carpet, potted plants,

jliboy: switch box, leather armchair, police car

Juttae: rose archway, giant sea rose, stuffed Ibis, stag, hearth, big autumn tree, Atlas Statue (edited by Sponge), drunk Yeti (merged with clown by Sponge), Pumpkin (edited by Sponge)

Karlo002: giant fern, dry bush, cards (retextured), ceiling lamp (edited by Sponge)

Lara-carter: demoniac clown (merged with Yeti by Sponge)

LarasBoyfriend: golden key, silver key

LeelooBastet: metal desk

Level NextGen: Tree branch textures & wild tree (from BtB Greece) and Bethesda

LGG-PRODUCTION: small table

maax87: chest of drawers with books, Japanese lamp

masha: porch light

michum: white window, wooden floor

Miss Kroft: hanging flower pot

Mr Tomb Raider: perlenvorhang

October: Coffee Shop chair

PoYu: Jacket (AoD Jeans Pack)

Phantasmagoria: DK Fairy (edited by Sponge)

SilentViper: dry reed, dry cut tree,

Sponge: skull switch, colonial banisters, blue cupboard, cellar archway, paraphernalia, green couch, plank door, oven, kitchen counters, small autumn tree, wooden trapdoor, coffin pedestal, shiny columns, dome, fire bowl, horse statue, death statue, wooden fence

Teme9: indian sculpture, swamp tree, bushy tree, bushes, ferny tree, ceiling orchid, books & papers, white flower, iron key & dagger (BtB Northern Legends), roots (Plant package)

Tifa Nazah: Telescope (Inventory), pedestal (crystal orb added by Sponge), Table with Candle, orange lamp from Japanese Wad, Stern-Lichterkette, Arrows, Fairy Wings

Trangel: Trousers (Legend Winter) + Hair (Casual Red)

trinity: metal bed, bathroom appliances, coat hanger, ceiling fan, "Indian Pole 2"

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### Objects (III/III):

trix:	first aid case, golden lamp, cobweb flat, cobweb bunch, root door, glass table and chair
TRFan:	torch on a wall, table with candles, red curtains, wooden column
UDLM2:	Dr. Salvador (edited into drag bloke by Sponge)
usuki_frenzist:	roy bed
Valve &al.:	sixshooter
White Tiger:	dry roses, tourist telescope
x_Alexis__Xx:	Medieval Double Doors
Unknown:	ShotgunAmmo Bag
Complex Simplicity Contest package:	rainbow
007 - Nightfire Pack:	carton shatter, pushable box
Devastation Pack:	Candy Machine, cygarette box, doormat
HPatPoA Pack:	Chalkboard, wall notes
Mafia Pack:	radio, old wooden cabinet, sheriff star
Max Payne Pack:	blood stains, coffins
NOLF Pack:	cuckoo clock, wine boxes, garlands, trolley
NOLF2 Pack:	bookshelf, green jars, Asian cabinet, wind chime, Asian door
Postal 2 Pack:	jars, beakfast cereal, TV, white telephone
Sniper Pack:	TV on a box, fridge
Wolfenstein-Pack:	black and yellow lamps
Urban Terror Pack:	lockers, clothesline, lights

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Mario / Sponge

## Disclaimer:

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