

Readme (written by dinne)

This is the long awaited **2020 Christmas level**, not released on time in 2020, neither in 2021.

HotFix V1:

- prevent Lara from shooting Armand and ending up in a softlock later on (big thanks to ChocolateFan patch)
- prevent possible softlock in one of the towers where Lara would step back too much and fall off
- prevent a skip in the cemetery
- reduced attack damage of final battle's horseman
- some new useful FLEP patches have been enabled

BUG WARNINGS:

- 1) Crashes may occur. So far we didn't meet any, but the level is anyway unstable, so who knows. Object textures might corrupt, for example on the pushable globe (save & reload to get rid of it).
- 2) Don't delete the plugins (dlls) otherwise you will meet bugs.
- 3) Sometimes the medikit shortcuts on the keyboard may not work.
- 4) All the dialogues have subtitles. If you can't see them, please hold CTRL while launching the game and check the resolution ratio.
- 5) Your potato PC might struggle with some big open areas. We have already optimized with several techniques as much as we could.

NEW MOVES:

- Polerope jump: default is forward (jump button)
- Parallel bars: Action to grab, Forward to swing, Jump to jump
- Crawlspace: fast roll with Sprint, jump outside with Jump facing the edge
- Slide-to-Run: hold forward at the end of the slide
- Underwater trapdoors: Action

NEW FEATURES:

- Portable Torch usable from the inventory
- Optional hints (priest room)

NOTE if you wonder why the book disappears from the inventory at some point:

- It's not a bug: when collecting a book and a book key in the game, they will be "used" in the following cutscene with Lara's friends reading that book, that's why they'll disappear from the inventory.

Story based Christmas adventure (Castle)

"Lara and her friends Noah and Marianne explore the Castle of Montrevard to find out more about their ancestors. The royal family is currently on their yearly vacation because an evil spirit haunts the castle during Christmas. This is a perfect time of the year to discover more..."

Secrets: 9

Duration: 5-7 hours blind

Difficulty: medium

Stress: a lot holy crap

TEAM Xmas 2020: Sponge, AgentXP, tombraderxii, Jesus C. Croft, Dreamfall, LoreRaider, Dj Full, dinne, Matie

WHO MADE WHAT:

- # Story and storytelling: dinne, with the help of Niveus and Dj Full for the English
- # Interactive flipping book: LoreRaider (book graphics by dinne)
- # Modern library cutscene: Sponge
- # Forest, puzzles in the forest and Imps cutscenes: LoreRaider
- # Crypt with lava and coffins: tombraderxii
- # Riverbanks: tombraderxii
- # Priest interactions outdoor: Dj Full and LoreRaider
- # Palace stairwell, corridors, library: Sponge
- # Priest Hints system: dinne
- # Sewers: Dreamfall
- # Canvases puzzle: dinne
- # Seaside: tombraderxii and dinne (only cave and timed run)
- # 5 Colored platforms puzzle and small courtyard: Dreamfall
- # Mines: Dj Full and dinne
- # Portable Torch: LoreRaider
- # Wine cellar and torch puzzle: dinne
- # Under-the-stairwell puddle room: Jesus C. Croft
- # Dungeon under the secret bookcase: LoreRaider and dinne
- # Imps hideout: Dj Full
- # Big lava cave: Jesus C. Croft
- # Royal corridors: Jesus C. Croft
- # Princess room: Jesus C. Croft and dinne (mirrored room and secret)
- # Knight battle and falling chandelier: LoreRaider
- # Lion Battle with mirrors: Matie
- # Castle towers and halls: AgentXP
- # Escaping nasty candle puzzle: dinne
- # Chandeliers puzzle: dinne and Lore
- # Wraith puzzle: dinne
- # Ritual and placement of all the puzzle items: dinne
- # Battle against the witch: Matie
- # All the dialogues implemented and subbed by LoreRaider, Dj Full and dinne
- # All the cutscenes (in the playable level) implemented by LoreRaider
- # Secrets: Dj Full and dinne
- # Outro: Dj Full
- # Manual render optimization: Dj Full (he allows your potato pc to play this level, basically)

#Voiceovers:

- Lara: AgentXP
- Noah: Sponge
- Marianne: Maria (Sponge's irl friend)
- Priest: Jesus C. Croft

- Red Lion: Jesus C. Croft
- Witch Tamzin: Jesus C. Croft
- Outro additional characters: Dj Full
- Princess: Mawia

#Betatesters:

- Dj Full, dinne, LoreRaider, Jesus C. Croft, Matie, tombraderxii, AgentXP
- MarlenaCrystal, Raq, NanakiAzakee, ankhofmishra, LillyJericho, Kubsy

Made Tomb Editor, TRNG+FLEP

Plugins by Akyv, ChocolateFan, JoeyQuint, JMN

Additional tools: Blender, Metasequoia, Strpix, WadMerger, TRWad Reorganizer, TRNormals, WadTool, Photoshop, Reaper, Audacity, Tomb IDE, SoundTool, TRW Animation Utilities

Full asset credits

Audio soundtracks:

- **Jesus C. Croft:** 000, 001, 003, 004, 013
- **Dj Full:** 005, 024, 252, 253
- **TR Anniversary:** 007, 020, 250
- **TR Chronicles:** 015, 016, 017, 026
- **TR II:** 027
- **TR Legend:** 106, 108
- **Dinne:** 068, 105, 122
- **LoreRaider:** 120, 123
- **BtB Northern Legends:** 218

- **The Beauty and the Beast (Disney):** 071
- **Ori and the Blind Forest:** 072
- **Zelda: Breath of the Wild:** 101
- **Octopath Traveler:** 109
- **Skyrim:** 110
- **The Witcher 3:** 111
- **Riven:** 102
- **Borderlands 2:** 130, 131, 132
- **Shadow of the Colossus:** 208

- **Extra:** 011 - <https://www.youtube.com/watch?v=CYkj52dvxrk> (modified/shortened)
- **Extra:** 025, 080, 081, 082, 083 - Voice samples taken from: <https://www.youtube.com/watch?v=V1fiffo3zcXU>

Textures: (we couldn't track all the sources)

Horus: Versailles, BtB Steampunk, BtB Venice, Underwater World, Mountain Air, Jungle Fever

maax87: mural texture (edited into Jesus Christ appearance by Sponge)

mike quah: Manor Textures (bookshelf & stained glass)

Sponge: Baroque Textures, Marble Floor Textures, Gothic Textures

Jesus C.Croft: Baroque Textures

LoreRaider, Sponge, dinne, DJ Full: transition textures

AgentXP: Icy Castle (<https://amh-design.ch/LLB/2020/day8?lang=en>)

Axelia: water textures - BtB Persia

Wad: (work in progress, we can't track easily all the objects but if you're interested in some, ask to one of us - we'll update this list)

Custom Animations:

- Sponge (shimmy, swimming, jumps, sprint, ladder jump, swan dive)
- GeckoKid (pushable anim)
- Bagas (polerope)
- Symssi (parallel bars)
- Raymond and Dj Full (underwater trapdoor opening)
- SrDanielPonces (standing anim in title)
- Joey (swan dive death)
- Dj Full (all the custom animations of the outro - Lara and NPCs)
- LoreRaider (Imps, interactive book, Noah fluctuating)
- Marlena (Noah/Marianne conversational)
- Dinne (canvas death, priest conversational)

REVIEWS: if you're not a reviewer on trle.net and you want to start, you have to contact manually the admin and request to subscribe as a reviewer: michael@mprager.de

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