**Very important readme**

**\*WARNING: MAP ONLY FOR EXPERTS\***

\*You must pay attention to the following instructions in order to complete the levelset\*

**1.- About the levels**

**1.1 The tasks**: The first 3 levels are interconnected, most of the tasks aren’t linear. To avoid confussion, only in these first levels ONLY the keyholes will have a color that identify them, you’ll find a tile that will be the same on the key and the keyhole for example, a yellow tile and in front of it there’s a key, then, a yellow tile and in front of it there’s a keyhole, that’s where you must use the key. I decided to apply this to avoid confussion as the quanity of keys is very high.

In order to access the last two levels you need to obtain a total of 5 dark syzygies and 5 light syzigies.

**1.2 - Skill ranks:** There are multiple endings all over the levels, from S to F (S best, F worst etc…) In order to access the last two levels you’ll have to complete a series of tasks, otherwise you’ll have to finish the level before without being able to do the entire content of the levelset. Highest skill is obtained by finishing the entire levelset.

**1.3 – Items:** The items in this level are very limited, there are no Pistols at the start, you’ll get them as a reward later in the 4th or 5th level. Use your ammo correctly because as I said, it is very limited so try to kill your enemies on a smarter way than only using your guns.

**1.4 – The Ordeal:** This level is a remake and a fusion of Vinci’s Search and Castle, gameplay is completely new and TR2PRJ **wasn’t** used, totally new level but keeping the atmosphere and a similar design.

**1.5 – Tricks:**

* If you start to sprint before entering shallow water, you will be able to sprint on it but you won’t be able to move lara’s direction.
* To perform a tunnel jump, you must make lara touch the wall and the ceiling and the same time.
* If you drop your flare before falling, the last animation will cancel and you’ll be able to do timed runs that otherwise wouldn’t be posible.
* Use your guns keyboard shortcuts to be able to drop the torch on a high ledge instead of using the spacebar.
* You can perform an inverted jump by jumping up and then pressing the back key, like this, Lara can get to jump switches that wouldn’t be normally achievable.

**2.- Known bugs**

The level crashes at random places, just reopen the game and reload on a earlier savegame if it continues.

**Story:**

Three times Lara dreamed about an amazing city, and three times, she was snatched away while she was still entering through the gates of its palace. She prayed long to the hidden Gods of dream that brought anger above the clouds on unknown Kadath but nothing seemed to happen. She put hands into matter to find a way to get to the Dream-Lands. Her research lead her to find out about the “Silver Key” existence but… how could she find it?

Lara searched a lot about it and discovered that there was a certain relation between the Silver Key and the lost civilization of Lemuria. Her research led to find out the Silver Key Works in a very similar way to a system now as the “Decimal Numogram”.

“In the 1920s, the anthropologist Echidna Stillwell worked with the N'ma peoples of the island of Java. The complex cosmovisions of the three great N'ma tribes – Mu, Tak and Dibb – were determined by numerical relationships contained in the so-called decimal numogram…

The investigations of the so-called Cthulhu Club and the CCRU during the rest of the 20th century and the beginning of the 21st discovered that the numogram not only maps the N'ma culture, but also points to a hyperstitional matrix (Hyperstition: Fictions that make itself real, self-fulfilling prophecies. Superstitions are a false belief while Hyperstition function to bring themselves into reality) that goes back to the continent of Lemuria. in the Cretaceous period. The antiquity of the Lemurian numogram suggests that the decimal number system has been an active construct even before humanity.”

Previous researches:

“The first name of the libertarian pirate Captain Mission, or Mission, is lost to history. All that we know of Mission comes from the book A General History of the Most Notorious Pirates, published in London in 1724 and written by one Captain Charles Johnson (although one historian attributes this to Defoe). The memoirs of Mission, handwritten in French, were saved by a memberofthe crew who survived Mission's last ship; and after passing through several hands they were translated by Johnson and included in his book.

On a cruise off southern Madagascar, Captain Tew and some English sailors he had recruited were marooned when they drank rum punch too late on the last night as the tide rose and carried the noble Victoire out to sea, where she cracked up on the rocks. The crew was lost, and Tew pitched a makeshift camp where he would wait to be rescued.

The word lemur means "ghost" in the native language. There were taboos against killing them, and Mission had imposed an article that prohibited the killing of ghosts, on penalty of expulsion from the settlement If any crime deserved the death penalty, also prohibited under the articles, then this was that crime. We can all guess what happened, just to say, the consequences weren’t good.”

The rest is history.

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