

temple of prithvi demo 2.0 by theepicofisid

STORY

Lara fell in love with the jungle she had been exploring during her quest for the Infada Stone. Recently, she has decided to return to that very place. When she's finally there, she uncovers another vast area of the forest. As always, there's an extremely interesting hole to jump in. And so, we find Lara making her way through a slope to some temple complex. The temple, caressed by rays of the morning sun, seems to be quite silent and peaceful, but there's more than meets the eye...

SECRETS

There are 3 secrets to be found in the level.

CREDITS



The New Era - Back to Basics by MrNiceGuy (head modified by me)
Orange Tiger by Tomo
TR3 Rat by Baddy
Vulture by Tomo
Tr3JungleSnake by Michiel
TRLTool by DarkFader
Tomb Raider III Samples (TRLE and TR3) by SuiKaze Raider
Tomb Raider Anniversary - Unused SFX+Music by Sabatu

Other objects featured in the demo are either untouched/slightly retouched items from official Tomb Raider releases, or brand new items created by me for the project, specifically.

Major thanks go to the duo composed of **Gerty** and **Dutchy**, a.k.a. **G&D Productions**, for their valuable input as beta-testers for the project, as well as providing the walkthrough! I would also love to highly commend **manarch2** for a very thorough approach to beta-testing!

I would also like to say 'thank you' to authors of many different tutorials, as well as to forum users giving advice on TRLE/NGLE usage, from trigger setups to clever scripting, as I used these extensively to address many issues and to realise gameplay ideas.

And last, but absolutely and obviously not the least – I would love to thank the authors of many photographs & art pieces, which I found with the use of the Internet. I relied heavily on these to create the vast majority of the custom textures that are featured in my level.

PERSONAL NOTE

Thank you for making the choice to play my level. This demo features a revised version of the first level of what has finally evolved to become a multilevel saga. With everchanging ideas and visions, I hope to be able to deliver the full project to the community in the future. Thanks! <3

DISCLAIMER

The level was not made and is not supported by Core Design Ltd. and Eidos Interactive.