



## Arms Race By JesseG

English Version

**Important:** You will need at least Windows 10 to play, with a decent amount of ram (recommended 8 MB). If you see a "MSVCP140\_AMOTIC\_WAIT.dll" missing message, please download: [https://aka.ms/vs/17/release/vc\\_redist.x86.exe](https://aka.ms/vs/17/release/vc_redist.x86.exe)

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### 1. Story

If you haven't yet heard the tale of how Lara got her special pistols that never run out of ammo, that may be because she wasn't exactly using the best judgment during that time.

Many years ago, shortly after Lara had been disavowed by her family, she was struggling to make ends meet, let alone make a name for herself. She had trouble finding leads on her own, and had little to show for the couple of trips she had made across the world. During one such

outing, Lara encountered a man using a strange kind of shotgun that could freeze a trap or a creature in its place for a period of time. He spotted Lara and accidentally injured her hand. As an apology he invited her to join some sort of thrill-seeking group that he belonged to, with each member given their own unique and powerful weapon. He promised access to a wealth of knowledge, opportunities for many adventures, a division of whatever rewards were found, a place for her to call home, and their newest invention: a pair of pistols that never run out of bullets.

Feeling she didn't have any other doors open for her, Lara reluctantly agreed. The man took her to a strange estate that was embedded among the hills of a remote region in Italy. Indeed, they began to embark on adventures together, but after seeing several red flags - no contact with the outside world, murmurs about strange spiritual rituals and beliefs, constant pressure for tithes - Lara decides she has had enough and puts together an escape plan...

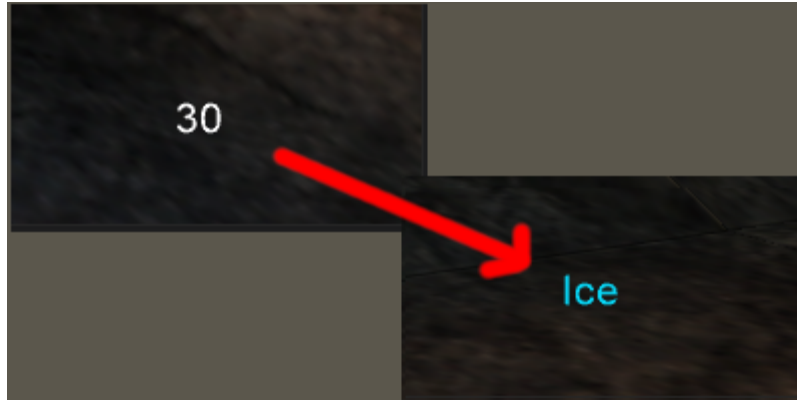
## 2. General Tips

Here are some notes about playing this adventure that may be outside of what you are used to in a Tomb Raider custom level:

- Lara can stack pushable blocks on top of each other, and she can push/pull these stacks.
- Lara can use most diagonal ledges.
- Lara can swing on parallel bars. Press and hold ACTION in the air to grab one. Release ACTION or press JUMP and Lara will jump forward from the bar.
- Press JUMP and UP when facing the end of a crawlspace to exit in that direction.
- At the end of a monkeyswing, continue to push UP and Lara will transfer to a ladder above, if there is one.
- At the bottom of a ladder, continue to push DOWN to transfer to a monkeyswing underneath, if there is one.
- Press SPRINT while crouched to roll forward.
- You can't use any of the vehicles you see in this level (sorry!). You cannot climb the bookshelves either.

## 3. The Weapons




Each weapon in this adventure has a special effect that will help Lara progress. Ammo is not required nor consumed when using a special effect. When Lara is holding a weapon, she will aim at a target if she can use a special effect there. During this time you will see the ammo counter update to reflect that an effect is about to be used, and no ammo will be consumed:



Note that ammo is required to use weapons on mortal enemies (ie. not skeletons).

Below are the weapons Lara will find in this adventure:

- Pistols - unlimited ammo
- Shotgun - stop a trap or an enemy in place for a short period of time
  - A blue bar will appear to show how much time is left.
  - You can only stop one thing at a time.
  - Stopping traps or immortal enemies (skeletons) does not require ammo.
- Uzis - freeze water into ice, or extinguish a flammable object
- Revolver - teleport to an active teleportation node
  - The node must be activated first. Lara can touch an inactive node (white) with her body and it will flash and become active (purple).
  - This ability can also be used with the lasersight for longer range teleportation.
- Rocket Launcher - use on a gravity node (green) to reduce Lara's gravity for a short period of time
  - A green bar will appear to show how much time is left.
  - Lara can jump, vault, and fall greater heights while this is active.
- M16 - thaw ice into water, or ignite a flammable object

	Inactive Teleportation Node
	Active Teleportation Node
	Anti-Gravity Node

#### 4. Known Issues

- If the game takes a long time to load, you can try enabling the “fast load” option under Other Settings. Do so at your own risk, this feature is experimental and can lead to crashes or other issues.
- If you try to load the game but it goes back to the title screen, this means your computer doesn’t have enough memory to run the game.
- The camera can get stuck behind certain objects or corners sometimes. If pressing the Look button doesn’t help, try using the binoculars or saving and reloading.
- Sometimes Lara may “grab” ledges below slopes a little too high, preventing her from moving. Simply release and press Action again to grab at the correct height.

#### 5. Credits

- Beta Testers:
  - Dutchy

- nerdfury
- Textures:
  - BTB2010
  - BTB2008
  - BTB2014
  - Simple Lava Texture 512x512 Pixels by Sabatu
  - Bathroom HQ Textures by -=DeMoS=-
- Objects:
  - BTB2010
  - Horizon by LoreRaider
  - LGG Style TR Origins Outfit by LGG-PRODUCTION
  - Skeleton by TifaNazah
  - Female soldier by A\_De
  - 3 Chairs by Trinity
  - 3 Louvre Table Set by October
  - 3 Twin Size Beds by Trinity
  - 3D Curtains by Trinity
  - 3D manor banisters by !Lara Croft!
  - Ducati (TR Legend Style) by TifaNazah
  - Monkey to Overhanging Ladder Move (TRNG) by Krystian
  - Plague Doctor (Horseman) by Sponge
  - Computer Work Station by trplayer
  - PC desk by trplayer
  - Crystals 2 by Trinity
  - Flower Pack by Dino
  - Angel Statue by Mrshina
  - Woman Statue II by Trinity
  - Underwater plant pack by Dino
  - Lush palm trees by teme9
  - Moving Green Grass by Jesus C. Croft
  - Car Set - Autoset by Sponge
  - Fountain by C/y
  - Bedroom Mirror by Trinity
  - Kids Room 1 - Pink by ligufaca
  - Puna Qween Enemy by Golden Dawn
  - Small Bathroom by Horus-Goddess
  - Furniture Set by Bibi
  - Kitchen, Bedroom, Stairs set by Horus-Goddess
  - Modern Fridge by Trinity
  - New Dining Set by usuki\_frenzist
  - Fallen Books and Scattered Pages by mike quahe
  - Pianoforte A Coda by White Tiger
  - TV by Trinity
  - Washing Machine and Tumble Dryer by Teeth

- Barrels 2 by Trinity
  - Static Bottles by mike quahe
  - Tresen mit Barhockern // Western Bar With Stools by Miss Kroft
  - Old stuff (statics pack) by A\_De
- Audio:
  - Free (Waltz Mix) by JesseG
  - Free (Orchestral Mix) by JesseG
  - All other audio from BTB2010
- Engine:
 

This game is based on the engine TombEngine (TEN), and the author gives many thanks to these contributors:

  - Developers: MontyTRC, Troye, Raildex, ChocolateFan, TokyoSU, Sezz, squidshire, Krys, Stranger1992, Gancian, MoonYeah, Joey79100, Lwmte, Kubsy, Adngel
  - Testers: Caesum, Joey79100, LGG\_PRODUCTION, Kamillos, Kubsy, Remrem, Roli, Lore, Stranger1992, adngel
  - Assets: SrDanielPonces, Sezz, Kamillos, GeckoKid, Naotheia, Stranger1992

**Important:** The engine is still in a beta state, and the author has made modifications specifically for this level. As such, this game is not a representation of TEN's standards or visions, and the author accepts all responsibility for any bugs or issues related to this game.

TombEngine is an open source project. In the spirit of collaboration the author has the source code for Arms Race here: <https://github.com/wolfcheese/ArmsRace>

- Also a huge thanks to those who have contributed to the TombEditor suite of tools, which were used to create this level.
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