



Art by Anastasia Croft

LARA CROFT TOMB RAIDER HORIZONS DEMON SAGA

Welcome to Horizons! This game is a continuation from the *Hellgate Saga*.

Starting her adventure in a city in the Northeast USA, Lara encountered zombies and demons. Eventually coming across a familiar portal made of giant stone rings, she made her way to another world home to lizard people, called the [Lizardeese](#). There, she learned that these Lizardeese have been fighting off a demonic invasion, and their military general, [Maro](#), requests the help of Lara to retrieve an artifact. According to the Lizardeese, the demons stole their [Horizon Beacon](#), an ancient weapon capable of petrifying enemies.

During her travels to various worlds through multiple portals, Lara eventually found part of this legendary Horizon Beacon. It appears to be missing some parts, 3 gems by the looks of it. She decides not to report back to Maro with this discovery, however, unsure of how much to trust this Lizardeese general. Along with the Horizon Beacon, our heroine gathered a [Great Acorn](#), [Eternal Toad](#), and [Sprout of Terra](#), giving her access to an enormous flying fortress. We now find Lara aboard the Lizardeese skyship: [Horizon](#), bound for the capital city of [Trokheir](#).

What we know so far:

- Lara originally discovered the stone portal rings in [Guatemala](#), back in 2018.
- Lara responded to reports of an artifact causing disaster in a US city in 2026, and it turned out to be that same Portal she discovered in 2018. It was taken to the US from Guatemala by a fellow archaeologist and remained dormant for 8 years.
- The portal leads to a valley (World One), home to the [Lizardeese](#).
- World Two is a forest-world, home to more a primitive lizard race, possibly related to the Lizardeese. Lara found the [Great Acorn of Life](#) here.
- World Three is [Earth](#), better known to the Lizardeese as [Terra Nova](#).
- World Six is a mushroom world, with strong ties to the Demon Goddess [Trix](#). The [Eternal Toad](#), a mushroom capable of unlocking the secret to eternal life, was found here.
- World Eight is a desert land named [Terra Contour](#). The Lizardeese apparently ran multiple weapon tests and experimentations on this world. Lara found both the [Sprout of Terra](#) and the [Horizon Beacon Brace](#) on this world.
- Lara encountered and defeated a high-ranking demon named [Anaura](#) on Terra Contour.
- A Lizardeese general by the name of [Maro](#) is stationed at the ruins of World One.
- The Lizardeese appear to have a royal monarchy, currently ruled by the [Lizard King](#) (we don't know his real name).
- There is also a Grand Alchemist named [Kegger](#), who has researched the various Elements of Trinity (Acorn, Toad, and Sprout).
- According to the Lizardeese history, the demons originally invaded long ago (maybe hundreds of years?), and the Horizon Beacon appeared to help defeat the demons.
- The skyship that Lara boards is named after the Horizon Beacon. It is meant to bring her to the capital city of [Trohkeir](#) at the end of the *Hellgate Saga*.

BASIC CONTROLS

(Can be changed from OPTIONS):

- **Run** – Up Arrow. Use Left and Right while running to turn Lara in that direction.
- **Walk** – Hold Shift while using the Arrow keys to walk slowly. Lara will not fall off edges while walking.
- **Hop Back** – Tap the Down Arrow.
- **Sidestep** – Del and Page Down for sidestep left and right.
- **Jump** – Alt for a straight up jump.
- **Sprint** – Lara has a stamina bar that allows her to sprint for a short time by pressing Forward Slash (/).
- **Roll and turn 180 degrees to face opposite way** – End of 5 on the number pad. You can also press Up and Down Arrows together.
- **Draw/holster weapon** – Space
- **Action Button (Pull lever/Shoot weapon/Climb)** – Ctrl
- **Look** – Press 0 (zero) on the number pad + the Arrow Keys to look around.
- **Duck and Crawl** – Period (.) to duck and then use the Arrow keys to crawl.
- **Turn on Personal Light Source (PLS)** – Press comma (,) once to light the PLS. It will last for about 45 seconds and uses batteries.

COMBO CONTROLS:

- **Jump from Standing** – Hold JUMP and press a direction arrow to do a standing jump in that direction, forwards, backwards or to the sides.
- **Running Jump** – Hold the UP ARROW and then press JUMP.
- **Jump & Grab** – From either a standing jump or a running jump hold ACTION while you're in the air to grab a ledge or other object.
- **Safety Drop** – With your back to the ledge hold ACTION and press the DOWN ARROW to hop back and hold onto the ledge.

- **Turn and Grab** – When you need to jump and spin to grab onto a ladder behind you let go of the ladder you're holding onto and then press JUMP, ROLL, and ACTION to jump spin and grab.
- **Traverse** – While holding onto a ledge with ACTION you can shimmy to the left or right by using the ARROW keys.
- **Jump Up from Ledge** – While holding onto a ledge with ACTION you can press JUMP to jump straight up to a ledge above.
- **Jump Back from Ledge** – While holding onto a ledge with ACTION you can press DOWN ARROW to jump away from the ledge.
- **Monkey Swing** – While holding on to an overhead object with ACTION, press the ARROW keys to do a monkey swing.
- **Rope Swing** – Jump across to a rope and press ACTION to hold on. You can use the arrow keys to move up and down or turn to face another direction. Hold the SPRINT key to swing the rope and press JUMP to jump off at the peak.
- **Pull or Push block** – Certain blocks can be pushed and pulled. To do this Press ACTION and tap either the UP or DOWN ARROW to push it forwards or pull it backwards.
- **Handstand up to ledge** – While hanging from a ledge with ACTION, press WALK + UP ARROW.
- **Dive Under Water** – Press JUMP while in the water to dive and swim underwater. Press SPRINT while under water to swim faster.
- **Get out of water** – To climb out of water hold ACTION and press the UP ARROW.
- **Swan Dive** – This can be used to jump into water or if on land to do a swan dive followed by a roll. Press WALK + JUMP + UP ARROW.
- **Swan Dive with Somersaults** – Press ROLL while in the middle of the Swan Dive.
- **Roll out of crawlspace** – Press JUMP at the end of a crawlspace to roll out of it.
- **Camera and Laser sight** – While using the Camera or a weapon equipped with the Laser sight, use SPRINT and DUCK to zoom in and out. Press DRAW to put away the Camera.

CLASSIC SHORTCUT KEYS:

P = pauses game and displays the following choices:

- **Statistics**—includes level name, time taken, distance covered, ammo and health packs used, secrets found.
- **Options**—same as in start-up menu, above.
- **Exit to Title.**

Escape = go to inventory.

Once in inventory: Left/Right arrows to rotate the menu ring, which includes weapons, medi packs, PLS, Camera, found items and **save game/load game icons**. Use up/down arrows to select different options from text lists.

Action/Enter = activate or use selected item.

Escape = deselect an item or un-pause/return to game

F5 = shortcut to save game

F6 = shortcut to load saved game

Number keys 1-6 = quick weapons

- 1- Pistols
- 2- Pulse Rifle
- 3- Maulers
- 4- Plasma Gun
- 5- Smartgun
- 6- Plasma Launcher

NOTE: The demo only features the Pistols and Pulse Rifle

Number keys 9 & 0 = use large/small medi pack

To change the controls: From the Main Menu or Pause Menu (above), select Options and press Enter. Select Control Configuration and press Enter. Press Up/Down to move to the control you want to change. Press Enter to highlight it. Then press the desired key. When you have everything assigned the way you want it, press Escape to return to the game.

NOTE: The game will allow you to choose the same key for more than one control, so be careful. If you notice Lara behaving oddly (for example, jumping and drawing weapons at the same time), check your key assignments to make sure you have a different key for each control.

NEW SHORTCUT KEYS:

F2 = Open Map (if you have one)

F4 = Open Diary

F7 = Open PDA Notes

F8 = Use Camera

F9 = Pull up Compass

F10 = Switch between Low- and High-Resolution Mode (*This typically turns off or on Smoke and particle emitters that can sometimes slow down the framerate.*)

NEW FEATURES:

This game uses the classic ring inventory system, and I took full advantage of cramming everything into it!

Achievement Ring: You can earn some achievements that will appear here. They don't actually do anything, but I think they are fun.

Wardrobe Ring: Lara will be able to unlock and change outfits on the fly. You can change into them from this ring.

Items Ring: Pickups such as Keys, Quest Items, and crafting items will show up in here.

Inventory Ring: Your weapons, medi packs, camera, and compass are here.

Resources Ring: **Save** and **Load** games

Map – when you find a map, it will show the basic layout of the level

Notebook – Notes taken by or found by Lara

PDA – This lets you either view clues or game info, or select various game options:

HUD – This refers to the consumable items displayed on the screen (Batteries, Coins, etc.)

Shooter/Adventure Mode – Adventure Mode will result in less enemies spawning.

Resolution Mode – Will turn on or off particle emitters.

Hide/Show Shortcuts – Displays shortcut reminders on the bottom of the screen.

Secrets – You can view how many secrets are in the current level, and secret Easter eggs.

Fast Travel – When you discover a Camp Site, you will unlock the ability to fast-travel to it.

CAMP SITES:

You will come across several pickup items that are... well, useless at first! **Salvage**, **Bullets**, **Plasma**, and **Soul Fragments** are used to craft items at Camp Sites. Soul Fragments can also be used to heal 10% health and remove flames, but the others are used strictly for crafting. While near a camp site, press DUCK to sit down, then you can press 1-8 to craft an item or ESCAPE to leave.

You can also fast travel to Camp Sites once you discover them. For the most part, this will be used to make finding secrets or pickups easier.

NOTE: many items will not be useful during the Demo.

MERCHANTS:

The **Coins** you find will be used to spend at Merchant Stands.

The **Secret Locator** will unlock secret hints throughout the current level, and act as Radar to pinpoint secret pickups when equipped from the Resources Ring Menu.

Armour will reduce some damage to Lara when purchased. You can have only 1 Armour at a time, so you can only purchase Armour if you have less than 100% Armour remaining. If you have, say, 50% Armour, purchasing a new one will simply fill it back up.

You can also buy upgrades to weapons that you have. The **Pistols** upgrade will make them 2x more powerful, while the **Pulse Rifle** and **Maulers** upgrade will increase them by 1.5x. These particular upgrades are one-time for the entire game.

NOTE: the Maulers upgrade can't be purchased in this Demo, and the Plasma ammo won't be useful.

Personal Light Source (PLS):

Lara's Flares have been replaced with the **PLS** in this game, using **Batteries**. A white light will surround Lara for about 45 seconds with each use. You can select it from the Inventory or by using the shortcut KEY. The PLS can also be used as a way to weaken Demons. Demons take more damage in light, so if you turn on the PLS while near a demon, you'll see it become a bit transparent to indicate that it's vulnerable.

Cheats:

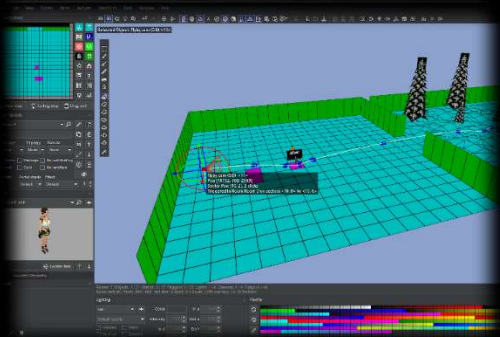
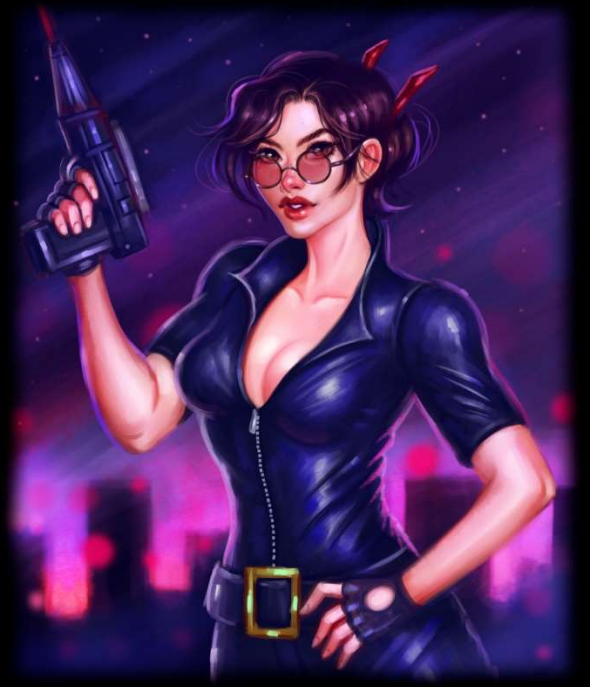
While looking at the **Compass** in the inventory (not selected), hold down the following keys:

GUN – Provides all weapons and some ammo for each.

BITS – Provides 100 of each consumable item.

CREDITS

GAME ART
by
Anastasia_Croft



TOOLS AND RESOURCES

TRLE - Core Design

TRNG - Paolone

Flep - Pyuaumch

Wadmerger - Michiel

Strpix - Turbo Pascal and sapper

Classic Inventory pluggin - JMN

AoD Overhang Pluggin - Krystian

Tomb Editor - Monty

Texture Edit - John F Jones

Audacity - <https://www.audacityteam.org/>

Blender - <https://devtalk.blender.org/>

Gimp - Spencer Kimball and Peter Mattis

BACK TO BASICS 2018 SPACE TEAM

Jesus C.Croft
EssGee
Bojrkraider
DJFull
Fluen
Mugs
Doppel
Amethyste
Dutchy
Bigfoot
Sponge
LGG Production
Titak
TheTiger
Matie



BACK TO BASICS 2020 TIBET TEAM



Jesus C.Croft
Fluen
Dutchy
Sponge
SuikazeRaider
Jose
eriC
Tolle87
Roli
LoreRaider
Illyaine
Nina Croft

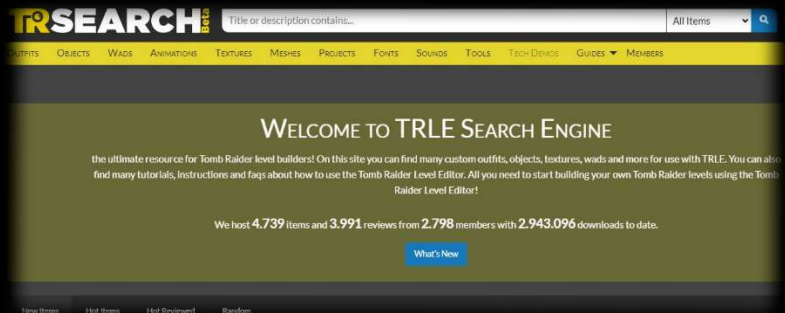
OUTFITS



by
Horus-Goddess

OBJECTS

Lamppost by TheOneAndOnlyTombRaider (modified by justin)
 Burning Torch by LGG-Production
 PLS by MrShina
 Snowy Pines by Dino
 Gift Puzzle by TiffaNazah
 Pride Flags by MrXY
 Patrick Star by Lara Fox Croft
 Tree by maikoon@freenet.de
 Underwater Objects by Barry
 PS3 Remote by TifaNazah
 High Quality Corals by TheTiger
 Indiana Jones hat by Talos
 Lizardeese species by Jesus C.Croft
 Manta Ray meshes by Kuco
 Snowy Pine Trees by Underhoe
 Advent Calendar 2018 plants by MrShina
 Soviet Medipack by A.De (retextured by justin)
 Alien Tracker by ZachWilkins1997 (remodeled by justin)
 Rats by Dinne (remodeled by justin)
 Animated Checkmark based on Mr XY's Exclamation Mark



TEXTURES

DOOM3 Textures by hidfan
TR1 Reimagined by Brenoch Adams
TR3 Reimagined by Paul Kwan
TR4 Reimagined by Andy Park
Underworld Textures ripped by VanselStorM
Various Textures by Sabatu and Caesum
"Shadow Pond" Painting by Titak
Castle Textures by Sabatu
Nezuko by Emily



ANIMATIONS

Ladder to Crawl animation by SSJ6Wolf
AOD Freeclimbing by Krystian
Underwater Puzzle by Naotheia



INSPIRATION AND IDEAS

SCRIPTING

Deep Snow by Dinne
Floating Embers by Axell

Restricted Ledge Jump script by Titak
Ladder to Crawl script by Titak
Classic Ring Inventory by JMN

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[Transition: On Animation]
Animation= » » » 472, KEY1_JUMP, IGNORE, FAN_SET_FREE_HANDS, ENV_FRAME_NUMBER, 21, IGNORE, -96
Animation= » » » 473, KEY1_DOWN, IGNORE, FAN_SET_FREE_HANDS, ENV_MULT_CONDITION, 1, IGNORE, -96 ;ledge jump backwards
MultEnvConditions= » ENV_DISTANCE_CEILING, $800, IGNORE, ENV_FRAME_NUMBER, 21, IGNORE ;ledge jump backwards
Animation= » » » 463, 1, -1, 2, 40, 19, 16, -474
Animation= » » » 474, 1 + 32768, -1, 2, 40, 14, 19, -463
Animation= » » » 462, 1, -1, -1, -1, -1, -461
Animation= » » » 463, 1, -1, -1, -1, -1, -471
Animation= » » » 28, 64 + 32768, -1, 64, -1, -1, -471
Animation= » » » 464, 2, -1, -1, -1, -1, -471
Animation= » » » 466, 2, -1, -1, 40, 23, -1, -462
Animation= » » » 472, 2, -1, -1, 40, 7, -1, -462
Animation= » » » 468, 16, -1, -1, 40, 8, -1, -462
Animation= » » » 421, KEY1_JUMP+KEY1_UP, IGNORE, FAN_SET_NEUTRAL_STATE_ID + FAN_SET_FREE_HANDS, ENV_POS_HOLOGONAL + ENV_HOLE_FLOOR_IN_FRONT + ENV_HOLE_FLOOR_IN_BACK, 1, IGNORE, -96
Animation= » » » 597, KEY1_ACTION + KEY1_UP, IGNORE, FAN_SET_LARA_PLACE+FAN_ALIGN_TO_ENV_POS, ENV_MULT_CONDITION, 8, PLACE_GROUND, -110, -116, -118
MultEnvConditions= » 8, ENV_CLIMB_WALL_IN_FRONT, IGNORE, IGNORE, ENV_POS_HOLOGONAL + ENV_FLOATING, IGNORE, IGNORE, ENV_CONDITION_TRIGGER_GROUP, 2500
TriggerGroup= » » 2500, $8000, 7, $110
MultEnvConditions= » 7, ENV_DISTANCE_WEST_WALL, 102, IGNORE, ENV_DISTANCE_SOUTH_WALL, 102, IGNORE, ENV_DISTANCE_NORTH_WALL, 102, IGNORE, ENV_DISTANCE_EAST_WALL, 102, IGNORE
Animation= » » » 246, KEY1_UP, IGNORE, IGNORE, ENV_FRAME_RANGE, 1024, IGNORE, -71 ; climb to top
Animation= » » » 399, KEY1_UP, IGNORE, IGNORE, ENV_FRAME_NUMBER, 8, IGNORE, -151 ; Run after swim dive
Customize= » » CUST_PARALLEL_BARS, PB_LARA_CAN_SLIDE, IGNORE, IGNORE
;----- LEDGE MOVES (jumps made by Geekoid) -----
;-----
; Ledge-jumps: ONLY when the ledge Lara is hanging from is more than 2 clicks thick.
Animation= » » » 477, KEY1_JUMP, IGNORE, FAN_SET_FREE_HANDS, ENV_MULT_CONDITION, 17, IGNORE, -96 ;-630 ;ledge jump up
MultEnvConditions= » 17, ENV_NO_BLOCK_IN_FRONT + ENV_NON_TRUE, 0, IGNORE, ENV_CLIMB_WALL_IN_FRONT + ENV_NON_TRUE, 0, IGNORE, ENV_FRAME_NUMBER, 21, IGNORE
Animation= » » » 476, KEY1_DOWN, IGNORE, FAN_SET_FREE_HANDS, ENV_MULT_CONDITION, 1, IGNORE, -96 ;ledge jump backwards
MultEnvConditions= » 1, ENV_DISTANCE_CEILING, $800, IGNORE, ENV_NO_BLOCK_IN_FRONT + ENV_NON_TRUE, 0, IGNORE, ENV_CLIMB_WALL_IN_FRONT + ENV_NON_TRUE, 0, IGNORE, ENV_FRAME_NUMBER, 21, IGNORE ;ledge jump backwards
;-----
; Jump there's no support for back's feet and the jump is more than 1000 are pressed, jump will be only a hit and damage her head 500 units up
Animation= » » » 2501, KEY1_JUMP, -1, FAN_SET_BUSY_HANDS + FAN_PERFORM_TRIGGER_GROUP + FAN_SET_NEUTRAL_STATE_ID, ENV_FRAME_NUMBER, 21, IGNORE, -96
Animation= » » » 2501, KEY1_DOWN, -1, FAN_SET_BUSY_HANDS + FAN_PERFORM_TRIGGER_GROUP + FAN_SET_NEUTRAL_STATE_ID, ENV_FRAME_NUMBER, 21, IGNORE, -96
TriggerGroup= » » 2501, $2000, 160, $1FC ; Run animation for and jump attack

```

SOUNDS AND MUSIC

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Barefoot steps by dragonmin
45 Pistol provided by Hanna
Hi-Tech rifle provided by Hanna

<https://www.fesliyanstudios.com/>
Dark Fog by David Fesliyan
Underwater Ruins by Phys
TRC Underwater Background by Barry
Temple by Neltharion
Clash of Heroes by David Robson
Fear by David Fesliyan
Tranquility by David Fesliyan

Contact Donate

Trailer Motivating Relaxing

Downloads

is provided in
video editing,

However, the
background



BETA TESTERS

Dutchy
Kubsy
g12STL
lilly jericho
AutisticRaider
Steven3517
Dinne
LoreRaider
Dutchyraider
Olympus_Mons
theTowardAA

SPECIAL THANKS

And Panther!



PyroGXPilot, geckokid,
jvryrigging, TitiaD,
Nanaki_Azakee, kubsy1,
sylvain_bigfoot, AgentXP07,
LoreRaider, NateH96,
billie_jean, locher9,
Dinne, Comatrix44

And Lana!



and my beautiful wife and daughter

