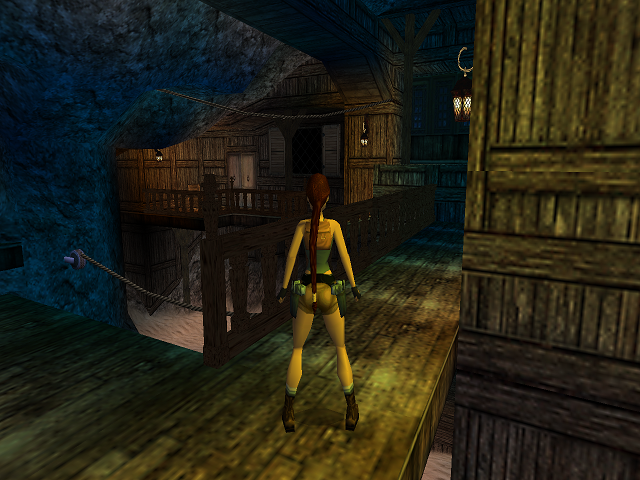
**The Fountain of Youth – Part 2 (Demo)**

**By Feder**



STORY

*The ancient pirate town of Port Royal lies on the next point of the triangle, and Lara discovers that the receptacle is in fact buried in the part of town that disappeared underwater in the great Earthquake of 1692…*

NEW MOVES

* Rope Jump: Lara will jump forward from the rope instead of backward.
* Parallel Bars: Lara can now use the parallel bars, Chronicles style.
* Crawlspace jump: like TR5.

CREDITS

* Majority of textures gotten from Luke’s “The Pirate Princess” level.
* Pirate enemy modeled after Cowboy’s undead pirate.
* PSX inventory from MarlenaCrystal.
* Lantern by Trinity.

*Based on the original Tomb Raider 4 Gold concept planned by Philip Campbell, Rebecca Shearin & Gary La Rochelle.*