

The Infada Cult

Level set of four TR3 levels by jonson build in 2023

! Important: Please do play this game with the executable in this package!

How to leave the boot? Stop it completely and press the duckroll key (default is 'End' key) and left or right. Alternatively Up + Down + Left or Up + Down + Right

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About the game

Disclaimer:

This level was not made and is not supported by Core Design, Eidos Interactive, Crystal Dynamics, Square Enix or the Embracer Group.

Important

Please do play this game with the executable in this package!

This level cannot be played with default version of Tomb3. It uses a custom compilation with some modifications. I will try to keep it updated along with future updates of Tomb3. Additionally, I will list all the custom changes separately, in case you want to make your own compilation of Tomb3 with these modifications.

You can use the settings from the configuration tool you like mostly, but keep in mind that this levelset does **not support savegame crystals**. So for this game you need to put off the value 'PSX Saving' under 'Misc'.

Story

'There must be a few more of these!' thinks Lara, sitting in her treasure chamber and looking at the Infada stone in her collection of Polynesian meteor artefacts. There are rumours of Shiva statues becoming alive. Also, a sinister cult founded by former RX Tech members, whose leader is able to shoot fireballs, is wreaking havoc in the small country of Shivania (fictional, in South Asia). To prevent such parties with bad intentions from misusing these additional artifacts, she decides to travel there and find them herself.

Brightness

TR3 lets you choose the brightness of your game. This level set was tested with a Gamma value of 2. This might be too dark for some devices. If you have a screen with a lower brightness, you can also choose a higher value. However, I do not recommend a gamma value higher than 5.

To change the gamma value, do the following: Close the game. Move over to the 'ExtraOptions' folder and move over to the 'misc' folder. Double click the file 'disable_gamma_OFF.reg'.

Now restart the game. At the graphics control panel (Lara's sunglasses) you can now specify the gamma value.

I recommend to play this game with 'Bilinear Filter' being switched off, but this is up to you.

Secrets

There are three secrets per each level, so 12 secrets in total to find.

The Boat

The boat controls are similar as the boat controls in TR2. The only thing is that unfortunately Core decided to make them somewhat more complicated.

- You can only leave the boat if it is stopped completely, no speed.
- **You leave the boat by pressing the key for the duckroll (default is the 'End' key) and press left or right. Alternatively, Up + Down + Left or Up + Down + Right**
- You are able to reach two click high shores by jumping out of the boat.

Be careful with the boat. Especially triangular land slopes on the shoreline can make the boat stuck (rare).

Cheating

The corner bug could be possible to exploit in this game, I did not check it explicitly. Also the DOZY cheat is easily possible with Tomb3, however I do not recommend to use either, because you can miss important triggers so you are unable to e.g. finish a level. Cheating should be 'Just for fun', but at your own risk.

Known Bugs

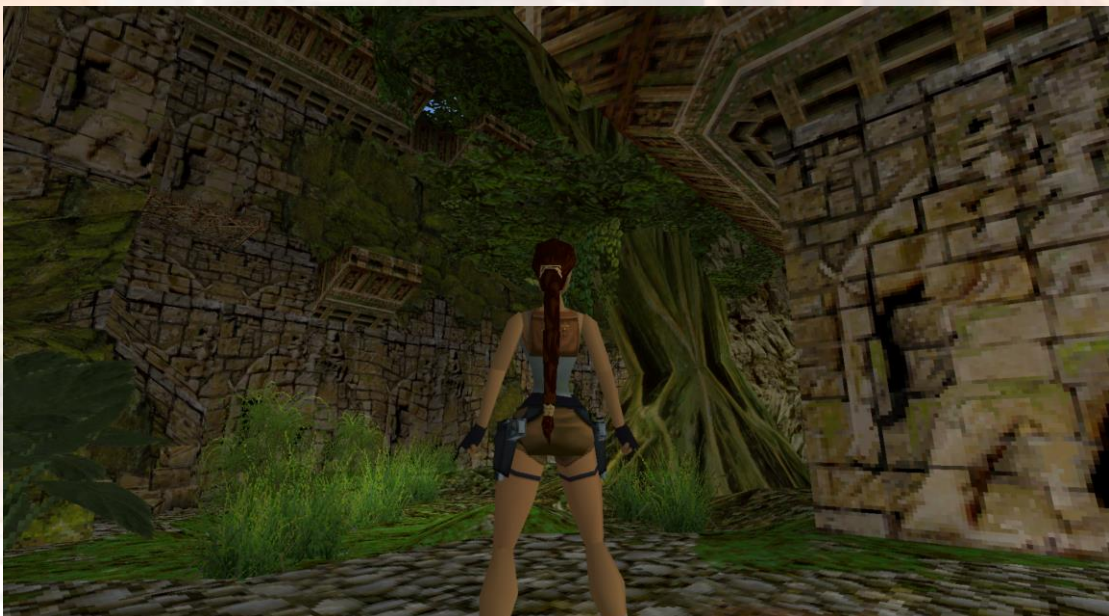
Well, I would wish the Tomb Raider 3 engine is as stable as the Tomb Raider 4 engine, but it is unfortunately not. So please save often and in different slots! At least, most of the bugs discovered so far are not critical.

General

- In rare cases the game can crash or will freeze (It's still TR3...). In this case restart the game and try to play the problematic sections again. If the problem persists, please let me know, via a PM on tombr Raiderforms.com or trle.net forum.
- Sometime after loading a savegame there could be strange visuals especially in larger rooms. If this happens, go back to the title screen or restart the game and then try to load the savegame again.
- Static decoration objects can suddenly vanish and reappear depending on the camera position :(
- At some statics, especially bushes you can get stuck. I tried to remove all of these critical statics, but it could be that some of them are overlooked.
- Enemies can walk through object like pushables. This should not affect the gameplay.
- When land enemies go into the deep water, they die immediately.

Level 1

- There is a pushable falling from the ceiling, acting similarly as raising blocks from TR4. If you stand on this pushable or are close to them, the environment geometry can shortly entirely went black and then reappear. It looks strange but does not affect the gameplay in any way.
- In very rare cases the game crashes sporadically in the area shown on the picture below (where you meet the first monkey, chasing a medi kit). There does not seem to be a certain crash pattern or broken trigger. So please save often in this area. If this happens to you, just restart the game and continue playing.



Level 2

- There is a pushable falling from the ceiling, acting similarly as raising blocks from TR4. If you stand on this pushable or are close to them, the environment geometry can shortly entirely went black and then reappear. It looks strange but does not affect the gameplay in any way.

Level 3

- The monkeys' movements are sometimes strange, they sometimes seem to shiver when moving.

Level 4

- **Important: Please do not kill the boss too fast!** In some cases, especially when you attack him with the rocket launcher and kill him very quickly, the game has not finished yet his setup and then he won't drop the artefact you need to proceed!
- Enemy pathfinding can be strange sometimes, especially for human enemies (this is actually good for you, because then they might fail to trigger guardian Shivas too late ;)).
- In extremely rare cases the game crashes sporadically in the area shown on the picture below (Underwater passage with two crocodiles). There does not seem to be a certain crash pattern or broken trigger. So please save often in this area. If this happens to you, just restart the game and continue playing.



If you find another bug not listed here, please let me know via PM on tombrادرforms.com or trle.net forum.

Credits

Engine

Tomb3 by Trxybeep

PC Tomb Raider 3 decompilation project. An amazing achievement!

[GitHub - Trxybeep/tomb3](https://github.com/Trxybeep/tomb3)

Please note that this level set uses a custom compilation of the Github repository of Tomb3 by Trxybeep. This was required to customize the fish setup, change steam colour, alter the Shiva behaviour, do some boat improvements, etc.

Please do play this game with the executable in this package. With the original version of Tomb3 it will crash most likely or is unplayable with this level set. I will try to keep it updated along with future updates of Tomb3. Additionally, I will list all the custom changes separately, in case you want to make your own compilation of Tomb3.

You can use the settings from the configuration tool you like mostly, but keep in mind that this levelset does not support savegame crystals.

Editor

Tomb Editor Version 1.6.8 by MontyTRC and team

[GitHub - MontyTRC89/Tomb-Editor: Tomb Editor](https://github.com/MontyTRC89/Tomb-Editor)

Without this amazing contribution I would not have restarted building levels again. Thank you so much!

Tools

WadTool – MontyTRC and team

WadMerger – Michiel

Strpix 3 – TurboPascal

TBuilder – IceBerg

CD Audio Player – TurboPascal

SoundTool – MontyTRC and team

Hosting

trle.net – michaelP

trlevel.de – illyaine

trcustoms.org

aspidetr.com

treditor.hu

Beta Testing

Thank you all for your amazing support!

Lizard Queen

Markus

Michael_Mann

Piano_raider

Special thanks to illyaine for providing a Beta Testing sub forum on trlevel.de.

Asset List

TR2 Faster Shimmy Animation by danath

Various Nature Items by teme9

Sevilla Package by Sponge

Red Candles (TR2013) by MAAX87

3D TR3 Bamboo by Reggie

BtB 2006 Asia Package by Horus, illyane

BtB 2008 Peru Package by TimJ

BtB 2010 Venice Package by Horus

BtB 2014 Khmer Package by BtB team led by EssGee

BtB 2015 Greece Package by BtB team led by EssGee

BtB 2016 Persia Package by BtB team led by EssGee

And of course, the Indiana Jones skeleton Golden Dawn

Regarding the BtB packages I cannot map exactly which item from the package belongs to which creator. Sorry for that. Please check the credits pages of the according competitions on trle.net.

If I have missed anything, please let me know via PM at tombraiderforms.com or trle.net forum

Music

Various Tracks from Age of Empires II Definitive Edition

Various Tracks from Age of Empires III Definitive Edition

Ancient Beginnings by Sozra, background track in Shivaville

The Accused from Tomb Raider Angel of Darkness by Peter Connelly

Other custom tracks, which are not from the original TR3 OST, are unknown.

| Spoiler (!)



Secret list

Welcome to the Jungle

1 – At the beginning after the tiger fight you jump into the river. The sink drags you to an outside area close to the start area. At the outside area there is a small shore. Climb over the small cliffs and you are back at the level start area. Jump onto the ledge with a small medi pack and some bushes. Walk to the end of this ledge and do a jump for a hidden ledge to the opposite direction from where the start tent is.

2 – The door after the switch where you needed to avoid a rolling ball leads you to a waterfall. Here you jump to a hole in the wall to reach a small room with a lattice on the ground. The only choice is to turn left and reach again a large room with trees. Before you can jump on the tree branches you need to jump on a greenish ledge. Below this ledge is another hidden ledge. So, jump on the next tree branch, then turn back and do a challenging jump to reach the hidden ledge below.

3 – After the death slide you land on a dead tree trunk and fight a tiger. Turn right then. You reach a room where you have been at the level beginning. There is a hidden walkable ledge on the tree in this room from which you can reach the other side.

The Shiva Temple

1 – In the area with the time trapdoor. After pulling a lever and opening a door at the opposite side building, you need to fight another lizard. Walk through this door to a passageway with a monkey. When you reach the upper section of this building, turn right and you will notice that the railing is missing here. You can do a challenging jump to reach a tree branch with a small medi pack. Slightly left is another hidden ledge which you can grab using a backflip, slide down and shimmy right.

2 – Once you flooded the underground area there is a crack in the wall you can swim through.

3 – After you placed the two Shiva swords and crossed the underground lake in the giant start cave turn left and reach the wall at the opposite side of the temple. You will find a tree branch with Uzi clips. At the top right there is a small crack in the wall which you can reach by jumping onto the tree tilted trunk and jump immediately.

Shivarille

1 – After you fought two tigers at once you are in a tower at the start beach area. Climb the leaves ladder here. In der next room you need to jump across to a ledge to reach the area with the Infada cultist temple. After this jump, turn around. There is a hidden ledge behind leaves on the opposite side of this room. It requires a challenging jump to be reached.

2 – When you do the tree hopping in the area with the tower having the boat below, on the opposite side to this tower is a channel leading to other areas of the level (Infada cultist palace, waterfall are, ...) Top right to this channel, in the corner of this large outdoor room is a walkable area with crawlspace hidden by leaves. The key you will find in this crawlspace can be used in the library.

3 – You need to manoeuvre the boat in a room with three fire pendulums. There is a hidden walkable slope close to one of the pendulums. It will lead you to a challenging timerun to a door to a beach area with a green Shiva. This timerun can only be mastered successful by performing a challenging jump grabbing one of the bridges at the waterfalls.

Against the Shiva cult

1 – Right at level start you go down some stairs with an abyss at the left side. Before you turn right the second time, walk straight instead. Lara might take damage but lands on a safe ledge leading to a crawlspace.

2 – After the temple entrance with the many glass Shiva statues, you need to reach a cliff slope at the opposite side of the platform to advance. Close to this cliff slope there is another, more hidden cliff slope, which you can reach from the temple platform instead. It is positioned of the opposite side of the gorge.

3 – After the fight against two Infada cultists and one or two Shiva statues, where you get the second Infada key, there is a passageway leading to an abyss in a giant room with a semi-transparent bridge with candles, which you cannot reach at this point. This passageway seems to be a dead end, but you can jump at the cliffs on the rights side. There is a small medi pack behind the window easily reachable but continue doing jumps at these right side cliffs. If you do it right, you will eventually reach a safe slope, leading you to a passage where you need to avoid a rolling ball.

Weapon locations

Shotgun

Welcome to the Jungle – After you placed the very first Shiva key there is a small building at the right. Pull a pushable block here onto the correct position.

The Shiva temple – After you crossed the first bridge and fought a lizard, turn left.

Shivaville – At the starting location

Desert Eagle

Shivaville – Secret 3

Against the Shiva cult – Secret 1

Against the Shiva cult – In the boss fight arena

Uzis

Welcome to the Jungle – Secret 2

The Shiva temple – Secret 1

Shivaville – In the waterfall room there is a ledge to the left side when you enter this area

Against the Infada Cult – At the starting location

Harpoon

The Shiva temple – In the water below the first bridge where you fought a lizard before

Shivaville – Right at the beginning after you fought a tiger close to a bush and a window

Against the Shiva cult – In the water close to the small island with the MP5

The background of the page is a faded, warm-toned image of a village street. In the foreground, several monkeys are visible, some sitting and some walking. The street is lined with traditional buildings, and the overall atmosphere is bright and sunny.

MP5

The Shiva temple – Secret 3

Shivaville – Secret 2

Shivaville – After the boat trip on the trees.

Against the Shiva cult – On a small island at the lake area

Against the Shiva cult – In the boss fight arena

Rocket launcher

Against the Shiva cult – Secret 3

Against the Shiva cult – In the boss fight arena

Grenade gun

Against the Shiva cult – Secret 2

Against the Shiva cult – In the boss fight arena