



## Story

Lara has come to discover an intriguing secret in a delightful little village tucked away in rural Greece. This village is home to a vault full of ancient scrolls and riches, hidden in the rocky passages. No one has been able to enter, as the key is long lost down in the depths of the ancient ruins nearby, where the Romans have also left their mark. The locals were reluctant to attempt any drastic measures to obtain the treasure in fear of destroying their heritage, and the vault was eventually forgotten through history.

Lara decides to locate the ruins in hope of obtaining the key, but she soon finds nature has taken over and guests are not so welcome anymore...

## Info

This is a relatively short adventure made out of the few rooms I had originally made for BtB2015, tried to keep it simple to have a chance at finishing and releasing it.

There are 5 secrets to collect, each referencing a memory with the Hungarian community (the real treasure is the memories we make along the way).  
Finding all secrets provides you with an additional reward.


## Installation & Troubleshooting

Unzip the game before playing.

There are a few common issues that may come up when attempting to play any custom level:

- Failed to setup DirectX, missing library, antivirus removing game exe, etc. - please see [this thread](#) of common issues.
- Game crashes when shooting – see [this post](#).
- Game lagging significantly on new PCs – see [here](#) (dgVoodoo solution in the 4<sup>th</sup> post)





## Known Issues & Tips

- Timed spikes retract in an odd way for some time after saving and reloading.
- The last bit of the spike room seems tight/unforgiving? Note that you don't even have to sprint to get through, just casually run and you'll get past the door in good time (check [this video](#) if you're stuck).
- There is a timed switch that may pull a Houdini and disappear completely if you save & reload after pulling it. I have found no way of fixing this, so please save wisely with the switch that is originally missing a handle.
- The underwater puzzle may still "attract" Lara if close to it once used

## Testers

Stefan            DJ Full  
drlecter        OBig  
Special thanks to BradTRe

## Tools Used

Tomb Editor, TRNG, FLEP, TombIDE, WADMerger, WADTool, Sound Tool, StrPix, EditWAD, Metasequoia, Audacity – plugins by *ChocolateFan*, *Krystian*, *JMN*  
Thanks to ChocolateFan for fixing a hidden plugin crash and Brad for finding it.

**Thank you to all the asset creators for sharing their brilliant work. Also thank you to everyone who has provided invaluable feedback, and helped out when I hit a wall.**

You can leave a review or check out my other work on:

- TRCustoms: <https://trcustoms.org/users/750>
- TRLE.net: <https://www.trle.net/sc/authorfeatures.php?aid=805>

## Disclaimer

This level was not made and is not supported by Core Design Ltd. and Eidos Interactive. This level is distributed free of charge, it may not be sold, rented, leased or commercially exploited in any way.





## Credits

Item(s)	Type	Author	Additional credits
New Run Animation	Animation	Joey Quint	
Jump animation	Animation	Joey Quint	
Underwater turn	Animation	Joey Quint	
Walk animation	Animation	Bashar	
Faster climb up	Animation	Naotheia	
Swandive	Animation	Naotheia	
Handstand	Animation	Naotheia	
Pole Swing	Animation	Naotheia	
Water Puzzle	Animation	Naotheia	
Underwater Wall Kick	Animation	Krystian	
Title Idle Animation	Animation	SrDanielPonces	
TRA magnum	Weapon	TRAngel	
UW Kick Wall	Object	Krystian & dinne	
Binoculars	Object	Piega	
Small medipack	Object	Laras Boyfriend	Temeg (mesh)
Load/Save Items	Object	Maax87	
Flares	Object	Maax87	
Lara	Outfit	Horus-Goddess	Benjamin2010 (sunglasses)
BTB2014	Textures, flora	BtB2014 Team	
BTB2015	WAD, textures & audio	BtB2015 Team	
Fix Lara Project	WAD	Dermahn	
TRA menu sounds	Sounds	Laras Boyfriend	Crystal Dynamics
AOD Sound Effects	Sounds	Zreen	Core Design
TRA Sounds	Sounds	Sabatu	Crystal Dynamics
Falling Sword	Object	LGG_PRODUCTION	Psiko (textures)
Additional Greek objects	Object	Jesus C.Croft	
TRC bats	Object	ggctuk2005	
Mediterranean Textures	Textures	Horus	
Northern Legends plants	Object	temeg	
Tibet Big Moving Fireflies	Object	Jesus C.Croft	
Persia Red flower vines	Object	Jesus C.Croft	
Venice pigeon	Object	Codo	
Water splash sprite	Object	Horus-Goddess	
3D Sardines	Object	Kurtislara	
TR2 Rat Improved	Object	Dinne	
Hydras	Object	A_De	
Medusa	Object	LGG_PRODUCTION	Psiko
TV	Object	Trinity	modified
Curtains, NPCs	Object	Sponge	
Futon Bed	Object	TifaNazah	
Wall lamp	Object	Trix	
Chest & books	Object	LLB HP Object pack – Unknown Author	
Clear Light (Title Music)	Music	Mike Oldfield	
Sentinel	Music	Mike Oldfield	
Aetas Romana & Κάποτε	Music	Adrian von Ziegler	
Vertigo Slowed	Music	Dean Kopri	
Inventory Background	Image	Pxfuel	