



## Story

After years of research, Lara finally succeeds in locating the Idle Idol: an ancient artefact said to bring peace of mind to everyone who lays eyes on it. But when she makes her way through the perilous temple in which the Idol rests, she discovers that her long-time nemesis is also in the race, taking her adventure in an unexpected direction...

## Levels and secrets

This game contains three main levels: **Perilous Prologue**, **Subterranean Secrets** and **Treacherous Treasures**. In each level, three secrets are hidden. Right before the end of each level, you will see a message saying whether you've found all secrets or not. If you found every secret, you will also see a 4 digit code. If you missed any of the secrets, you can return to the level to search for it (if you wish) – every secret can still be reached from this point. If you need some help with finding the secrets, you can use the file 'Walkthrough for secrets' that is included in this package. It contains both hints and solutions for finding each secret.

If you obtain a code, you can use it in the bonus level **Vacation in Venice**. There are three doors with keypads in this level, which can be opened with one of the codes. Each door hides a short – but hopefully fun – challenge. Can you beat all three?

Finally, the package also includes the bonus level **Chateau of a Countess**. It offers classic 'Lara's Home'-gameplay, but takes place in an all-new and easter egg-filled mansion during a beautiful autumnal sunset. There are 10 secrets to collect for an additional challenge, but there is no reward for finding all of them – other than your own feeling of success 😊 If you love 'Lara's Home', I hope you will also enjoy this level!

# About this game

In 2008 and 2010, I released two custom (and oddly named...) levels: **Chambers of First Impressions** and **Chambers of Second Chances**. I immensely enjoyed building them, but I didn't start a new project in the next ten years. During one of the lockdowns in 2020, however, I re-installed the editor, and built **Chateau of a Countess**. This left me wanting more, and in the next three years I made the other levels as a love letter to (especially) *Tomb Raider III*, taking inspiration from levels as 'Puna's Temple', 'Temple Ruins', 'Aldwych' and 'Lud's Gate'. I hope you will enjoy playing it as much as I enjoyed building it!

The title **Adventures of Lady Croft** is a reference to the subtitle of *Tomb Raider III*, but also to my cat Lady. If you look closely, you may be able to spot her in one of the levels! 😊

## Tips and known issues

- **General:** The game was made and tested in a 1280 x 720 (or 1920 x 1080) resolution. Other resolutions can cause some cutscenes to look slightly different than intended.
- **General:** In the font used in the game, the numbers 3 and 8 can be a bit hard to read. Please see below if you doubt which number is which.

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>0</b>
1	2	3	4	5	6	7	8	0	0

- **Perilous Prologue:** While the kayak has no function during gameplay, you can use it if you like. Press *CTRL* to enter the kayak and *SHIFT*, *ALT* and the *ARROW KEYS* to exit.
- **Chateau of a Countess:** The quad bike cannot reverse and can only be mounted from the right side. Do not worry if your vehicle gets stuck, however. You can always continue on one of the spare bikes Lara keeps for when friends come over to race 😊
- **Chateau of Countess:** This level uses slightly other models, icons and sounds than the other levels. Somehow, after finishing building the level, the WAS-file got messed up, after which I couldn't make any changes anymore. As it doesn't affect gameplay, and I feared building a new WAS-file could cause new problems in the level, I decided to leave it this way.
- **Vacation in Venice:** You can exit the motor by pressing *ALT* and the right arrow key. You can exit the boat by pressing *DEL*.

# Credits

Many of the objects, and most of the music and textures, used in the level were made by Core Design or Crystal Dynamics, originating from several official Tomb Raider games.

Additionally, I am very grateful to many creators who shared their work on [www.trsearch.org](http://www.trsearch.org). I used objects and textures made or shared by the following people – I hope I didn't forgot anyone!

A_De	FloTheMachine	Master	Seraph
Advent Calender	GGCTUK	Matrix54	Silverlock
AgentXP	Girt by Sea	Michiel	Sponge
AngelOfDarkness	GlitteryRose	Mike Quahe	Stophi123
Baddy	God Horus	Milan Penčić Lima	Teeth
Bekim	Golden Dawn	Miss Kroft	Teme9
Bibi	H A L E Y	Morgau	The Tiger
Bigfoot	Horus	Mr Mad Mothy	TheBloodRed
BtB2011	Horus Goddess	Mr XY	TheOneAndOnlyTombRaider
Burialseas	Jade Rae	Mrshina	THOR2010
Caesum	Jliboy	Nadine	TifaNazah
Cornchild	Jonson	Naxheel	Tinulin.de
Craig Michaels	Karlo002	Nina Croft	Titak
Creamdonut	Kubsy	Obsessiveattitude	TombRaiderTim
Daniel	Kurtisandlara	October	Tomo
Danilo	L.M.	Pangol	Trangel
Delta	Lara's Boyfriend	Paolone	Trinity
DeltaTR	Lara-Croft-En-Force	PeeTee	TRPlayer
Devoid	LeelooBastet	Piega	Underhoe
Die Basis	Level NextGen	Po Yu	Uranos1
DinJer	Lexx	Psiko	Usuki_Frenzist
Dinne	LGG-Production	Raiderfan	Uzi Master
Dino	Ligufaca	Ranpyon	Zreen
Disapearing-boy	Maax87	Reggie	
Drakan	Maikoon	Rufierto	
EssGee	Mario	Ruu11	

Finally, some free images, sounds and fonts were used in this level. Most of the images and paintings in **Treacherous Treasures** were made with the AI-tool Dream by Wombo.

## **Thank you**

I am very grateful for AgentXP's excellent tutorials on YouTube! They got me started again after not having used the editor in 10 years, and were helpful in many occasions in which I got stuck.

Special thanks go to Lucille, Luigi and Rick for all your support, patience and interest! Also to Luigi for playtesting: the maze in **Chateau of Countess** and the big green \*spoiler\* in **Treacherous Treasures** are there for you!

## **Disclaimer**

This level was not made and is not supported by Core Design Ltd. and Eidos Interactive.