



## The Wolf Within By JesseG

**Important:** If the game crashes, it may be due to your sound setting. In the setup window, if there is an empty option in sound devices, try selecting that one. If all else fails, try disabling the sound.

**Important:** This game automatically creates additional savegame files. Please do not tamper with these files.

Contents:

1. Story
2. Game Progression and Secrets
3. Controlling Luke
4. Known Issues
5. Credits

### 1. Story

This adventure continues the story of Luke, someone who used to be part man and part wolf, thanks to some crazy experiments performed by Sophia Leigh on those that she coerced into her employment. After several adventures he has managed to regain his human body, and is trying to settle down to a normal life, free of his inner beast...or is he?

One night Luke has a dream in which the spirit of the wolf that used to live within him speaks out. "Luke, many members of the animal kingdom are in grave danger. In several places around the world, a corruption caused by a human named Dr. Willard is proliferating, mutating the animals and destroying their habitat. The humans in these areas have fled and turned their backs on us. But I know you are different. Together we have the power to stop this."

Luke is unaware of who Dr. Willard is, but is sympathetic to the plight of the animals. He sets out to reunite with the wolf spirit in a forest, one of the areas being ravaged by these strange monsters...

### 2. Game Progression and Secrets

There are five levels total, four main levels followed by the Final Showdown. Each of the four main levels has unique weapons and upgrades to find. After completing Forest Village, you will be shown a globe and asked to choose the next level to play. You may visit the levels in any order, and you can also return to levels you have previously completed. This allows you to search for secrets you may have not been able to reach on your first visit.

If you revisit a level, jump into the boss portal again in order to exit.

There are **7 secrets** in each level (except Final Showdown), making **28 secrets** total. Depending on your progression, at least 3 of the secrets can be obtained on your first visit.

When the four main levels are complete, you may choose Final Showdown on the globe to proceed to it and complete the adventure.

### 3. Controlling Luke

The controls for this adventure are similar to Tomb Raider 3, but there are also some unique mechanisms in this adventure. These are explained while playing the game, but they are also listed below as a reference. Inputs are shown in **bold**.

### Human and Wolf Forms

Once unlocked, Luke can toggle between two forms that behave differently. The differences between these forms are listed below.

\* = Not available until obtained in the adventure

Switch between forms*: <b>Sprint</b> while standing still		
	<u>Human Form</u>	<u>Wolf Form</u>
Shimmying and vaulting	Faster	Slower
Walls that can be pushed/pulled	–	Highlighted in yellow
Exposure to hypothermia in cold water	Normal Exposure	Reduced Exposure
<b>Jump</b> while sprinting	Diving Roll	Sprint Jump to reach farther areas For a proper setup, stand at the edge, then hop back three times. Then press and hold <b>Forward</b> , <b>Sprint</b> , and <b>Jump</b> in that order.
<b>Sprint</b> while swimming	–	Faster swimming
Air supply while in water and quicksand	Infinite, with the Aqua Lung*	–
<b>Jump</b> while crouched on one knee	Use the Rocket Shoes* to reach higher areas	–
Reaching climbable walls across a gap	Stand still with some headroom while facing a climbable wall, then select the Grappling Hook* from the inventory to pull yourself toward the wall.	–

### Other Controls for Luke

- Press **Sprint** while crouched to roll forward quickly.
- Press **Jump** when crawling toward the exit of a crawlspace to roll out of it. This can be used even if the ground is too shallow to exit backwards.
- Continue to push **Forward** when a climbable wall meets a crawlspace, and Luke will pull up inside.
- Press **Roll** or **Backward** on a monkeyswing to turn and face the other direction.

- Puzzle items and pushable blocks can be used while underwater in the Deep Sea Wreckage level.
- In the Deep Sea Wreckage level, there is a puzzle where flags must be placed in certain positions. Press **Action** when standing in the middle of a tile to place a flag, or remove a flag currently there.
- Mine carts do not travel in loops; instead, they travel from one endpoint to another. The mine cart will travel in the opposite direction the next time it is used.
- Each level has four fast travel locations, each represented by a warp gem. To return to the place where the warp gem was obtained, stand still and open the inventory, then select the warp gem (you will need to select it twice to confirm the fast travel).
  - Sometimes the warp gems are not available to use: the gem icon in the lower left corner of the screen will have an X over it to indicate that they cannot be used in that moment.

#### 4. Known Issues

- Multiple copies of each vehicle are provided, but caution is still needed in leaving them behind. The player may be unable to progress if they abandon all of the vehicles.
- The UPV may get stuck if driven against some of the natural walls.

#### 5. Credits

- Beta Testers
  - Lizard queen
  - Narwhal
- Objects
  - "Guide – Luke" by White Tiger
  - Meshes used from "Kurtis outfit" by Poison Ivy
  - Meshes used from "Tomb Raider Underworld Wetsuit Upgrade" by Trangel
  - "Fireplace TRL/A" by x\_Alexis\_\_Xx
  - "3 Twin Size Beds" by Trinity
  - Btb2010 objects (wooden doors, table, chairs) by Nadine L
  - Btb2018 objects by BtB Space Package Team
  - "3 Louvre Table Set" by October
  - "The Mystery - Forest pack" by teme9
  - "Pumpkins" by Trinity
  - "Hay Stacks 2" by Trinity
  - "Crystals 2" by Trinity
  - "Fences" by Naotheia
  - "Plants" by juttae
  - "World Of Warcraft Tree Textures" by mathew9r
  - "Watertextures" by illyaine
  - "Faster Shimmey" by GeckoKid
  - "Excalibur Teleport Items With Setup" by Alexia
  - "Fixed Duck =)" by Ruu11
  - "Relic Circle Puzzle" by karlo002

- "Eye of a seahorse" by TifaNazah
- Meshes used from "Knight's Armor" by uranos1
- "AOD Aqua - lung" by Compass
- "Kitchen, Bedroom, Stairs set" by Horus-Goddess
- "Modern Fridge" by Trinity
- "New Dining Set" by usuki\_frenzist
- "Team Flags" by Trinity
- "Dining Chairs" by Trinity
- "Von Croy notebook" by Ruu11
- "Fireplace" by Trinity
- "Market Place Set Part 2" by usuki\_frenzist
- "Classic Church Pack" by THOR2010
- Desk from "Tomb Raider: Underworld Demake Pack (Outfit + Weapons)" by Delca
- "New Swim animation" by Klona
- "Winter Object Set" by Luke
- "Climbable Rocks - Snow" by Trinity
- "Climbable Rocks - Stone" by Trinity
- "Climbable Rocks - Dirt" by Trinity
- "Climbable Rocks - Desert" by Trinity
- "Deep Sea Objects" by BARRY
- "Hand Puzzle" by karlo002
- Monkey swing 180 turn and sprint jump animations by JoeyQuint
- Textures and Images
  - canva.com
  - textures.com
  - fontawesome.com
  - "Madubu Textures Remastered" by AgentXP
  - "Jade City: TR2 Floating Island Remake Textures" by AgentXP
  - "World Of Warcraft Tree Textures" by mathew9r
  - "Icy Castle Textures" by:
    - Square Enix/Crystal Dynamics
    - Core Design
    - Horus
    - Sponge
    - Cowboy
    - Advent Calendar Teams 2019/2018/2017
    - Alice Madness Returns
  - "Antarctica Part I All Textures and WAD Faces 2x AI Upscaled" by jonson
  - "South Pacific All Textures and WAD Faces 2x AI Upscaled" by jonson
  - "TRC Russia All Textures and WAD Faces 2x AI Upscaled" by jonson
  - "Underwater Worlds Texture Set" by Nadine L / Horus (site: tinulin.de)
  - "TGA : Lava" by haley
  - Btb2010 Textures by Nadine L

- Audio
  - Opening theme, Forest Village intro theme, and boss themes by JesseG
  - "TR6 AOD Audio and Sounds - 15 - Oneshots" by Zreen
  - orangefreesounds.org
- Engine
 

The game engine is based on the tomb3 project, which was made possible thanks to:

  - Troye: Main decompilation effort, main developer.
  - ChocolateFan: Additional decompilation and development.
  - Arsunt: for the amazing TR2Main and allowing us to use his code for some features.
  - Lahm86: for the amazing config tool.

**Important:** The author has made modifications to the engine specifically for this adventure. As such, this game is not a representation of the tomb3 project, and the author accepts all responsibility for any bugs or issues related to this game. tomb3 is an open source project. In the spirit of collaboration the author has the source code for The Wolf Within here: <https://github.com/wolfcheese/WolfWithin>

- This adventure was built using Tomb Editor, an amazing suite of tools that exist thanks to:
  - Banderi
  - Caesum
  - Dustie
  - Gancian
  - Gemini
  - Gh0stBlade
  - JMN
  - Joey79100
  - I.m.
  - leveledesigner1
  - Lore
  - Lwmte
  - Monsieur Z
  - Nickelony
  - Raildex
  - Remrem
  - stohrendorf
  - Stranger1992
  - teme9
  - TeslaRus
  - Titak
  - TRTombLevBauer
  - XProger

Any content not noted above is likely by Core Design. Please contact the author if any attributions are missing in this list.