



## The Idol of Durga

### Story

*"I am returning to the Temple Baths under strange circumstances. The Idol of Durga has once again disappeared, and no one who has entered the temples has been seen again. Where is the idol?"*

Uncover the clues hidden in the jungle and temples to retrieve the golden Idol of Durga. Using Lara's diary, collect information about the history and archaeology of India as you explore. Returning the idol to its proper place won't be easy, but it might be even harder to find out who – or what – is behind the sinister haunting of the temple. Can Lara find the idol and put things right?

"The Idol of Durga" revisits a level I made in 2003, "Indus Valley - The Baths of Harappa."

### Tips

- Lara's diary updates with new information as you adventure. Look for special places to stand to receive diary updates. At any time, press "J" on the keyboard to activate the latest diary entry.
- There are 5 secrets and accompanying gems (used to unlock a bonus area) hidden throughout the level; all are collectible at any time, so if you reach the end still missing secrets and want to solve the full mystery, you don't need to start over, just keep exploring.
- Remember the "Look" button allows Lara to rapidly switch between multiple enemies.

### Happy Raiding!

- Chris (Cbl/Craig Michaels)

# Acknowledgements

## Textures

- Core Design/Tomb Raider series
- Crystal Dynamics/Lara Croft Relic Run, extracted by LoreRaider
- Additional textures based on those created by AgentXP, maax87

## SFX:

- Core Design/Tomb Raider series
- Troels Brun Folmann: Lara Croft and the Guardian of Light
- Tomb Raider 2 HQ sound effect from moddb
- Jungle Ambience by mike quahe

## Objects:

- Core Design/Tomb Raider series
- Core Design/Tomb Raider series modified by me, Craig Michaels/Cbl using Metasequoia, Photoshop, GIMP, Wadmerger, STRPix, and WadTool
- Selected objects and enemies from Back to Basics: Northern Legends contributors
- Selected objects and enemies from Back to Basics: Khmer contributors
- Selected objects and enemies from Back to Basics: Greece contributors
- Selected objects and enemies from Back to Basics: Persia contributors
- Selected objects and enemies from Beyond the Basics: Egypt contributors
- Gems, switches, traps, puzzle items, and object textures: LGG-PRODUCTION
- Falling Icicles by Baddy
- Anaya model as Guide (used for the Idol of Durga) by adngel
- Spikes by Paolone
- TR2 enemies: LaraHCroft1991 and TokyoSU
- TR4 beta assets: LoreRaider
- Crocodile, crawlspace door: Reggie/tomreginald
- Shiva statue (Baddy2): Daniel
- Small stone Shiva statue: cornchild
- Raising Blocks and Plants: teme9
- Plants: Tomb Raider 1 TRLE Conversion + Assets by NateH96
- Shattering Crystals: Trinity
- Khmer Lion Statue by Mrshina
- Gun textures by mike quahe modified by me, Craig Michaels/Cbl
- Additional objects by Caesum, DieBasis, Zreen

## Outfit:

Outfit slightly modified by me, Craig Michaels/Cbl based on work by:

- Meshes and textures by Core Design
- Meshes, textures, and joints by vandersweater/Kapu
- Meshes, textures, and joints by Dejan/raider99

## Music:

- All music by me, Craig Michaels/ Cbl using GarageBand (iOS version)
- Jungle ambience track by Underhoe
- Silence Ambient track by Athos

## Plugins:

- AkyVMix01 by AkyV
- Classic objects by AODfan and ChocolateFan
- Classic Ring Inventory by JMN
- Flexible Patcher plugin

- ObjectHelper Plugin
- Complete Edition by TokyoSU
- Classic Rollingballs by AODfan
- Plugin\_Video
- Footprints Plugin

#### Diary:

- Object: AODfan

Links to images with Creative Commons Licenses or otherwise publicly available:

- Ancient India map: [British Library digitised image. "Ancient India as described by Megasthenes and Arrian"](#)
- Dancer's Pedestal: [Jean-Pierre Dalbéra](#)
- Dashavatara Temple Ganesha: [Bob King](#)
- Ganesha, Chandela Dynasty: [Museum Rietberg, Zürich](#)
- Krishna Playing Flute: [JoeM500](#)
- Kalki from Rani ki Vav: [The Hindu Heritage Facebook Page](#)
- Durga from Rani ki Vav: [Stone Stories Site](#)
- Shiva Nataranja, Badami Cave: [Arian Zweegers](#)
- Krishan vs. Kaliya, Sri Lakshminarayana Temple: [Bikashrd](#)
- Krishna vs. Kaliya: Deccan Views/[Brooklyn Museum](#)
- Cobras caring: [anthony schultz](#)
- Durga painting: Picture of the "Guler School," [Wikimedia Commons](#)
- The Great Bath at Moenjodaro: [Nadzir81](#)
- Harappa tiger seal: [Harappa.com](#)
- Krishna dancing on Kaliya, Mughal era, 16<sup>th</sup> century: [Deccan Views](#)

#### Loading Screens:

- Remaster Render: Calypsis
- Based on: Lara, Map, Shiva Statue: Core Design/ Saber Interactive
- Ganesha Temple: Royalty Free image by sergeitokmakov, [pixabay](#)

#### Playtesters:

- LoreRaider (thanks for the multiple tests and advice on scripting!)
- Thierry (thanks for being the first to volunteer, and testing out all the secrets)
- Nath An (thanks for your comments on lighting and improving gameplay)
- Athos (thanks for your comments on gameplay and improving the level's aesthetics)
- GeckoKid (thanks for streaming my level and catching errors – I'm glad it was "cute"!)

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- LoreRaider for extensive support on gameplay and scripting, and for inspiration (Puna's Revenge was one of three levels that had a big influence on my getting back into level editing with a Classic style)
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