**Canyon Mines**

by Feder



**Story:**

Lara heard about the excavations in the U.S. canyons, looking for an artifact worshiped by native-americans for its powers of transcend life after death, but far from a gift, it was seen as a curse. It was crystalized and buried deep in the caves for those opposing the cult of Masauwu (as they were known). Now it is about to be found again, so there is no time to waste!

**Beyond the Story:**

This level was in development for 6 years, an idea I once had for the Create a Classic 2019 competition that changed a lot over the years (switching from an Antarctic setting to a desert canyon, for example). After so many modifications, areas added, areas deleted, I was able to synthetize a playable version. Although I’m not 100% satisfied with the result, it does contain all custom objects and stuff that I worked on for so many years, so I’m giving up on perfectionism in favor of closure. I hope you can enjoy it nevertheless!

**Important:**

This level uses tomb3main, it won’t work without it, but you can configure it the way you like it. There is no obligatory use of new features.

**Known Issues:**

The background music changes many times as you visit different ambiences, and it tends to get stuck in one track after a while. So if you’re, for example, inside a cave and here crickets singing, then it’s stuck. A simple reload will fix the problem!

**Credits:**

Many custom objects are made by myself, and will be available in trsearch soon! The rest of them are credited to the following authors:

* Maax from AAII
* Mine objects by Teme9
* Outfit by THOR2010
* Mine cart trap by Cornchild
* Ninacroft from Dark City 1 & 2
* BTB packages

**Thanks for playing!**