

# TOMB RAIDER EX OBLIVIONE

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Thanks for beta-testing to:  
  
BlackWolfTR, Dawos, Danath, Nerdfury, Mahetus,  
Nanaki Azakee & PedroCroft.

For important information regarding problems that  
could not be fixed, refer to Notices, which is page 10  
of the manual.

## GENERAL INFORMATION

This level is made using Tomb Engine. This means you can expect things you wouldn't normally find in most of the classic engines.

This level is very long, you can expect over 10 hours of game. As for the difficulty, this levelset is hard, but doable for everyone out there. According to the difficulty ratings of custom levels, this level would enter in the "Challenging" category.

## NEW MOVEMENTS

### Ledge jump



Lara can jump from ledges without the need of ladders, she can jump above or behind her.

### Roll in crawlspaces

Lara can roll in crawlspaces to progress faster during these parts.



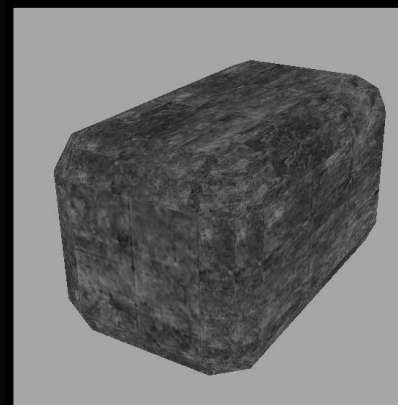
## SECRETS

Just as the original Tomb Raider 2, each level has 3 secrets, they are ranked by difficulty. Silver Dragons are easy to find, Emerald Dragons require a bit more effort, Golden Dragons will be really difficult to find and obtain. But the more difficult a secret is, the bigger the reward will be



## PNAKOTIC LOCKSTONES

They can be found around the different locations as you explore the Dream Lands. These stones are the keys used to reveal different Secrets and hidden passages. Players will need to locate Pnakotic Contraptions to use these items.





# CREDITS

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## Objects and Textures:

Ade, Adngel, AgentXP, AtPaulina, Axelia, Croftyboy, Delca, Demos, DieBasis, Ggctuk, HALEY, Harrys, Horus, Illyaine, Jonson, Kapu, Koldocroft, Kurtisandlara, LggProduction, Liguface, Loreraider, Maax87, MikeQuahe, Mrshina, MrXy, Naxheel, NinaCroft, Piega, Sabatu, Teme9, Tifanazah, Trinity, UsukiFrenzit, Vrejunsor, Zolee, Zreen, various Back to Basics by their respective BtB Team.

## Voices:

PedroCroft, Nanaki Azakee, big thanks to both of you.

And special thanks to Taras for allowing me to extract objects from his levels.

## Soundtrack:

James Leyland Kirby, Black Mountain Transmitter, Ramleh, Indiana Jones and the Emperor's Tomb, Age of Empires 2 Definitive Edition, Puella Magi Madoka Magica, Yume Nikki & Yume Nikki Dream Diary, Yume 2kki, Lcd Dem, Hotline Miami 2, Dominique Guiot, Marabunta, Lawrence of Arabia, Dark Souls 1&2, Sekiro, Elden Ring.

## TOOLS USED

Tomb Editor Suite, Metasequoia, LMMS, Audacity, Blender, Gimp, Tbuilder.

## Notices

The level was profoundly beta-tested, yet there are some errors that could not be fixed.

1 – The diary might have crashing problems for some people if going back too many pages, if you have this problem, stick to the page that appears and wait for more pages to be unlocked.

2 – Some bosses don't drop their fragments.

3 – Avoid loading during cogwheel timed runs and when using ropes, as you will be stuck

4 – Regarding cogwheels too, sometimes when first pulling one it might become unusable, reload to solve this issue.

5 – The boss of the 7th level sometimes makes the game crash when loading for unknown reasons.

6 – Certain objects flickering.