**The Fountain of Youth – Part 2**

**By Feder**



**Story:**

After activating the first generator, Lara finds General Beauregard’s journal, in which he speaks of his journeys to the Caribbean. It didn’t take long to establish a connection between him and active pirates, detailing the location of the next statue in the ancient town of Port Royal.

However, she discovers that the statue is in fact buried in the part of town that disappeared underwater in the great Earthquake of 1692, and the receptacle is supposedly located in the legendary Seven Golden cities of Cibola, somewhere on the Spanish Main, a place that many conquistadors devoted their lives to find.

Turns out, it isn’t easy to access the fabled city of gold, because it is located on a different plane, a spiritual world, and somehow she has to find the right portals to enter the golden city and bring the receptacle back to its physical location deep on the Mexican desert.

*Based on the original Tomb Raider 4 Gold concept planned by Philip Campbell, Rebecca Shearin & Gary La Rochelle.*

**New Moves:**

* Rope Jump: Lara will jump forward from the rope instead of backward.
* Parallel Bars: Lara can now use the parallel bars, Chronicles style.
* Crawlspace jump

**Important Information!**

* There is a savegame file on the “*level 1 savegame*” folder, if you already play the demo, so you can start at the end of the first level.
* In level 5 there is a puzzle that you have to solve while the screen is flashing approximately every 5 seconds. This effect is merely aesthetic, but I understand it could be annoying after a while, not to mention players with photo sensitivity, so please check the “*level 5 no flash*” folder to find a version without those flashes to replace the original in the “*data*” folder.

**Secrets:**

* Town of Port Royal – 3 secrets
* Shores of Port Royal – 5 secrets
* The Sunken City – 2 secrets
* Smuggler’s Bay – 1 secret
* Cibola – 4 secrets

**Credits:**

* Majority of textures and objects from Luke’s “The Pirate Princess” level.
* Pirate enemy modeled after Cowboy’s undead pirate.
* PSX inventory from MarlenaCrystal.
* Lantern, Boat & Cactus by Trinity.
* A few barrels from Cowboy.
* Pirate objects by Horus
* Palmtree by Level NextGen
* Shackles by Trplayer
* Corals and underwater plants by Dino & TheTiger
* Sunken cannons and other objects from “Treasure of the Lost Spanish Galleon” by teme9
* Rusty gates by Advent Calendar
* Crab from LarasLevelBase Stuff
* Lion statue by MrShina
* Mountain horizon by Xiandani
* Autumn and Furnance of the Gods textures from AgentXP
* Digging animation by Titak
* Chest by BradTRe
* Desk by Delca
* New water textures by Piega