

TR4 Gold

(TRLE fan project)

Levels built by:

Michael Allan (aka Cowboy)

Original TR4 Gold concept:

Phil Campbell, Gary LaRochelle and Rebecca Shearin.

Beta testers: Paul Allan, StefanHans, RaiderX, Lore, Tulilintu

Story by Phil Campbell:

It is believed that the fabled Fountain of Youth lies at the very centre of the vortex known as the Bermuda Triangle. It has even been said that this 'fountain' does not just merely act as a regenerator of 'life spirit' but may also be the gateway to the heaven-like state of Nirvana.

In mythology, the Bermuda Triangle can be viewed as a sequence of 3 'lay lines' locked into place at the 3 corners by powerful and magical 'generators'. It is only by the sheer accident of a spilt cup of tea that Lara, while pursuing this mystery, discovers that the Bermuda triangle may have been plotted in the wrong position, and a simple shift in her calculation of it's geometry reveals 3 possible new locations for these generators. One point lies in New Orleans....

Disclaimer

This game is unofficial and is not supported by Crystal dynamics or Aspyr and is not to be modified, sold or commercially exploited in any way. This game is based on the original idea's for a TR4 Gold concept by Phil Campbell, Gary LaRochelle and Rebecca Shearin.

Credits

Cowboy: Most objects, enemies, Medi-packs, Flare items, Revolver & ammo, Shotgun ammo, retextured Grenade Launcher & ammo, save and load memory card items.

Bashar: (animations, Lara walking.)

Core design (Various sounds, objects and textures)

Crystal Dynamics (Various sounds and textures)

Horus-Goddess: Lara AnniClassic, crossbow weapon (Lasersight has been retextured).

Illyaine (Water textures)

MikeQuache: Jungle waterfall texture

PoYu: Pistols and Lara's hand meshes

Titak: Coyote Creek 2 binoculars & compass

Trangel: Anniversary uzi weapons & ammo, shotgun

Various PainKiller textures by 'People can fly', extracted by Dhama

Readme by Paul Allan & Cowboy

Note: Permission is granted for level builders to use any of my custom objects I have made for this project so long as I am credited.

Special thanks

Paolo Buratti (creating the new engine)

George Maciver

All the programmers of the TRLE tools I have used, whom without this project would not have been possible.

I would like to give a big thank you anyone else whom I have failed to mention.

Audio credits

- 001: Fading Light theme by Michum
002: water flush audio, unknown origin.
003: Lara aha
004: TR5 xa9_spooky01, Core Design by Peter Connelly
005: TR4 Secret (Core Design) Peter Connelly
006: (DON'T MOVE) Extract of Early Minor by Miles Davis
007: TR5 xa10_echoir01, Core Design by Peter Connelly
008: TR5 xa9_evibes02, Core Design by Peter Connelly
009: TR5 xa6_Solo01, Core Design by Peter Connelly
010: TR5 xa2_TOMS01, Core Design by Peter Connelly
011: TR5 xa2_SPOOKY2A, Core Design by Peter Connelly
012: (Used for Boat, copy of 039)TR4 (Core Design) Peter Connelly
013: TR5 xa4_spooky05, Core Design by Peter Connelly
014: TR5 ATTACK03, Core Design by Peter Connelly
015: TR5 HMMM04, Core Design by Peter Connelly
016: TR5 HMMM03, Core Design by Peter Connelly
017: TR5 ATTACK01, Core Design by Peter Connelly
018: TR5 Perc01, Core Design by Peter Connelly
019: (DON'T MOVE) Lyre021 TR4 (Core Design) Peter Connelly
020: Indiana Jones Infernal Machine Surprise chord by Lucas arts
021: Indiana Jones Infernal Machine Danger1 by Lucas arts
022: Indiana Jones Infernal Machine Danger2 by Lucas arts
024: Indiana Jones Infernal Machine Eerir1 by Lucas arts
027: Extract of 'Gone, Gone, Gone' by Miles Davis
028: Extract of 'Buzzard Song' by Miles Davis
029: Extract of 'Early Minor' by Miles Davis
030: TR5 xa6_Spooky03, Core Design by Peter Connelly
032: Extract of 'Chou-Pique two step' by Waylon Thibodeaux from Best of Cajun - the Traditional Songs
033: Extract of grim fandango- rubacava by Peter McConnell, Lucas arts
034: Extract of Bayou Teche by Waylon Thibodeaux from Best of Cajun - the Traditional Songs
035: Extract from 'The Adventures Of Tintin'
036: TR4 (Core Design) Peter Connelly
037: TR4 (Core Design) Peter Connelly
038: TR4 (Core Design) Peter Connelly
039: TR4 (Core Design) Peter Connelly
040: TR4 (Core Design) Peter Connelly
041: TR4 (Core Design) Peter Connelly
042: TR4 (Core Design) Peter Connelly
043: TR4 (Core Design) Peter Connelly
044: TR4 (Core Design) Peter Connelly
045: TR4 (Core Design) Peter Connelly
046: TR4 (Core Design) Peter Connelly
047: TR4 (Core Design) Peter Connelly
048: TR4 (Core Design) Peter Connelly
049: TR4 (Core Design) Peter Connelly
050: TR4 (Core Design) Peter Connelly
051: TR4 (Core Design) Peter Connelly
052: TR4 (Core Design) Peter Connelly
053: TR4 (Core Design) Peter Connelly
054: TR4 (Core Design) Peter Connelly
055: TR4 (Core Design) Peter Connelly
056: TR4 (Core Design) Peter Connelly
057: TR4 (Core Design) Peter Connelly
058: TR4 (Core Design) Peter Connelly
059: TR4 (Core Design) Peter Connelly
060: TR4 (Core Design) Peter Connelly
061: TR4 (Core Design) Peter Connelly
063: TR AOD (Core Design) Peter Connelly 'Brother Obscura'
065: Heavy Metal FAKK2 Eden by Ritual Entertainment
068: m17bells sound Thief (Gold) by Eric Brosius by Eric Brosius
069: Wind sound Thief (Gold) by Eric Brosius by Eric Brosius
089: TR4 (Core Design) Peter Connelly
092: TR4 (Core Design) Peter Connelly
093: TR4 (Core Design) Peter Connelly
094: TR4 (Core Design) Peter Connelly
095: TR4 (Core Design) Peter Connelly
097: TR4 (Core Design) Peter Connelly
098: TR4 (Core Design) Peter Connelly
099: Extract of Cossacks European wars by GSC game world.
106: TR5 xa15_a_andy, , Core Design by Peter Connelly
107: unknown swamp audio with owl and frog tracks customised by cowboy
108: TR3 city loop, core design by Nathan Mcree with additional audio loop from 'Hitman Blood Money' by IO Interactive.
109: Resident Evil 4 save room audio by Capcom
110: TR4 (Core Design) Peter Connelly