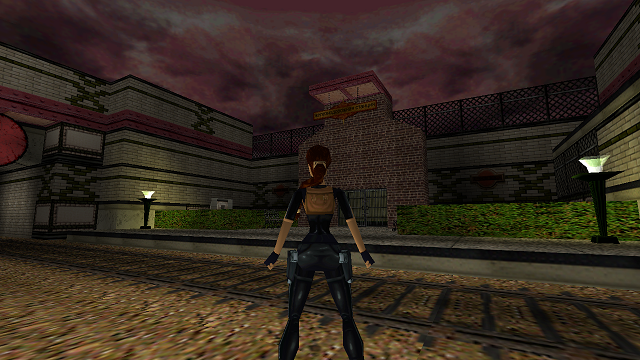
**Boris Samilenko’s**

**Lara Croft Returns Remake**

**By Feder**



**Story:**

Strange events are happening in an old industrial zone in Russia; evacuated cities, extinct creatures back to life, heavy military presence at the bay. Rumors about a powerful artifact, capable of cloning DNA, and a mysterious woman that started digging under the bay looking for an abandoned nuclear power source left by the soviets. After taking a closer look at the companies involved, Lara learns that one of them is “SLinc” and the other, none other than “Natla Technologies”.

**Author Comments:**

This adventure attends to be a remastered version of what Boris had created 20 years ago. However, it’s not a 1-1 remake. The main levels and its original designs are almost intact, but with several improvements on architecture, textures and lighting. Enemies sometime vary from the original game to give a sense of diversity and new challenges, as do traps and sequences. More puzzles and new areas have been added in different places. The story was slightly altered to make a less convoluted plot, and presented within the game with a few expository moments. I hope you can enjoy playing this new version of an ambitious and innovative TR3 level-set as much as I enjoyed building it.

**Tomb3 Config Tool:**

This game runs with Troye’s *tomb3* patch **version 2.0.1** (not version 2.0.2 – there is a glitch that happens when battling against Sophia), and makes use of new features in gameplay. However, there is no way to force the settings, so you’ll need to configure it yourself. The following are the recommended settings for the game to work as intended:

*Effects*

* **Blue crystal light:** Disabled.
* **Electricity:** as you prefer.
* **Footprints:** Disabled (if Enabled, it only takes effect in some random textures).
* **Improved lasers:** Enabled.
* **Improved rain:** Disabled.
* **Kayak mist:** Disabled.
* **Sophia rings:** as you prefer.
* **Underwater dust:** Disabled.
* **UPV wake:** Disabled.

*GUI scale & GUI style*

It can be configured as you prefer.

*Lara’s moveset*

All boxes MUST be checked, because you’ll need to make use of some new moves to get past certain areas, and I recommend having them all for a better experience.

*Misc*

* **Colorkey:** Disabled.
* **Gamma:** Disabled, unless your monitor makes it look very dark.
* **DOZY:** Disabled (obviously).
* **PSX crystal SFX:** Disabled.
* **PSX saving:** Disabled.
* **PSX water color:** Disabled, otherwise the water would look greenish in some levels.

*Sound*

* **Inventory music muting:** as you prefer.
* **Underwater music muting:** None, or you’ll miss the soundtracks that play underwater.

*View*

* **PSX FOV:** Disabled.

**Known bugs:**

1. Prisoners sometimes stand still instead of attacking the guards, seems to be *tomb3* related. Loading a saved game usually fix their behavior.
2. Don’t draw your weapons or light a flare during a cutscene or it will mess with the animation.
3. There is no train death animation in the first level due to incompatibilities with the starting cutscene, it was a small price to pay.
4. Sometimes the flooding effect doesn’t make the sound, I checked and everything seems to be in order but well, it happens anyway.
5. The final statistics will show there are 50 secrets in the game when, in fact, there are **40**.

**Total Pickups**

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Shotgun Shells** | **Desert Eagle Clips** | **Uzi Clips** | **MP5 Ammo** | **Grenades** | **Rockets** | **Harpoons** | **Small Medipack** | **Large Medipack** | **Flares** |
| RAILWAY STATION | 5 | 1 | 2 | 2 | 1 | 1 | 4 | 3 | 2 | 6 |
| CITY PASSAGE 1 |  |  | 1 | 1 |  |  |  | 1 | 1 | 3 |
| CINEMA | 2 | 1 | 5 | 1 |  | 1 |  | 3 | 1 | 3 |
| CITY PASSAGE 2 | 1 |  | 1 |  | 1 | 1 |  | 1 | 1 | 2 |
| OLD FACTORY | 4 | 2 | 5 | 4 | 2 | 1 | 1 | 6 | 3 | 3 |
| FACTORY BAY | 3 | 1 | 2 | 2 | 3 | 1 | 6 | 4 | 2 | 1 |
| UNDERGROUND TUNNELS | 2 | 3 | 3 | 3 |  | 4 |  | 4 | 2 | 5 |
| THE MISSILE SILO | 1 |  |  |  | 1 | 2 | 2 | 1 | 2 | 3 |
| TEMPLE OF THE TWIN | 3 | 1 | 2 | 1 | 1 | 2 |  | 1 |  | 4 |
| BACK TO CHINA | 3 |  | 3 |  | 1 | 2 |  | 5 | 1 | 3 |
| RESEARCH BASE | 6 | 2 | 3 | 3 |  | 1 | 17 | 4 | 3 | 3 |
| ANCIENT HALLS | 3 | 2 | 3 | 2 | 2 | 3 |  | 4 | 2 | 6 |
| NORTHERN TOWN | 6 | 2 | 4 | 1 | 2 | 3 |  | 3 | 2 | 3 |
| EXCAVATION SITE | 4 | 3 | 6 | 4 | 3 | 6 |  | 6 | 3 | 3 |
| TEMPLE OF HARMONY | 2 |  |  | 1 | 3 | 2 |  | 2 | 2 | 2 |
| ALTAR OF ISIS |  |  |  |  |  |  |  | 2 | 3 |  |
| **Total pickups in game** | **45** | **18** | **40** | **25** | **20** | **30** | **30** | **50** | **30** | **50** |
| Ammo count per item | 2 | 10 | 40 | 60 | 2 | 1 | 3 | 1 | 1 | 8 |
| **Total ammo and meds** | **90** | **180** | **1600** | **1500** | **40** | **30** | **90** | **50** | **30** | **400** |

**Credits:**

* Custom objects in Northern Town from “League of the Dragons” by Raidermatty;
* Various objects are from BTB Packages;
* Templar knights by GameGlitcher77;
* Elemental stones by mathew9r;
* Sniper shoot sounds from original Lara Croft Returns by Boris Samoilenko;
* Camo pants and shorts outfit by THOR2010;
* Ceiling bars by Titak.
* End Level Theme by Sarikman.