

COLUMBUS' TRAIL (Demo) - Creuza de Mă

A Tomb Raider Custom Level made by Ranpyon

STORY

The famous navigator Christopher Columbus, during his travels in the Americas, discovered numerous artifacts that he then brought back to Europe. However, according to Lara's researches, it seems that there is an artifact that Columbus never managed to transport to Europe, because it contained dangerous powers that could have put his own life at risk. In one of Columbus' diaries it is mentioned only once, and it seems to be linked to the disappearance of one of the caravels, the Niña. So Lara decides to go in Liguria, Italy, the region where Columbus was born: she's sure to find a clue there...

This is the first level, and contains 3 secrets.

NOTE

For better font display, install the fonts contained in the folder.

In the local Genoese dialect, "*Creuza de mă*" literally means "path to the sea". These ancient stone walkways wind between terraces, gardens, and old walls, connecting hilltop villages with the coastline below.

NEW MOVES

- When Lara is hanging from a ledge, press the *Jump* key to make her jump to the ledge above.
- Lara can grab pipes above her head: Press the *Jump* key to jump, then *Action* to grab the pipe. While hanging, use the *Up* and *Down* keys to move along it. Release the *Action* key to let go.

CREDITS

- Objects -

Outfit: Poyu (modified by me)

Dual pistols: TRAngel

Desert Eagle: mike quah

Fishing rod: me

Fish: Uranos1

Trapdoors: me

Pushable crate: me

Pearl/mermaid puzzle: me
Meat/bowl puzzle: me
Valve wheel: mike quah
Seashell: me
Passport: Back To Basics Venice
Keys 1&2: Core Design
Keys 3&4: karlo002
PDA: Bevey
Seahorse statue: Trinity
Detector: Detector tutorial by Paolone
Electric switch / Electricity box: karlo002 + LGG Production (modified by me)
Classic switches: Core Design
Keypad: Core Design
Underwater switch: Core Design
Jump switch: Core Design
Door1: Core Design
Door2 / Gate: Trix
Crowbar door / Gate: me
Smashable wall: Core Design (modified by me)
Portcullis: Core Design (modified by me)
Sewer small door: me
Icecream shop door: me
Upwards-opening gate: Back To Basics Peru
Pushpull door: me
Kickdoor / grate: me
Double doors: me
Freezer door: Core Design (textures by Saber Interactive)
Wood bridge: me
[Chest:](#)
Medipacks: Lara's Boyfriend (modified by me)
Binoculars: Sponge
Flares: Core Design
Compass: me
Pipe waterfall: me
Boats: Trix
Dog: Core Design
Safebox: me
Pinwheel: me
TV + cabinet: TifaNazah + me
Weathercock: me
Tray: Jliboy64 (modified by me)
Small pipes: Core Design
Big pipes: Back to Basics Venice (modified by me)
Drawer: me
Girl: Trinity

Fountain: White Tiger
Fridge: me
Fisherman: Core Design (modified by me, head by Dinne)
Cook: Core Design (modified by me, head by Sponge)
Clothesline + Hanging cloths: me
Rat: Core Design
Big maritime pine: me
Lighthouse: me
Hanging tools: Trix
Ligurian flag: Core Design (modified by me)
Pidgeons: Back To Basics Tibet (modified by me)
Icecream shop furnitures: me
Static gate: me
Ladder: Horus
Restaurant sign: me
Horizon: me
Ship wheel: me
Yellow pearl curtain: me

Beach loungers: me
Beach umbrellas: me
Beach ball: me
Lattices: me
Hanging plants with flowers (Petunias): me
Hanging pot with flovers: me
Benches: me
Banisters: me
Shutters: me
Grass: Drew
Wooden poles: me
Algae: Drew
Stone banisters: me
Big arches: me
Small arches: Core Design (modified by me)
Lemon plants: Back To Basics Venice
Big Icecream: me
Sea urchins: Trix
Seastars: Trix
Hanging ivy: Teme9
[Wall ferns:](#)
Canopies: me
Flower pots: me
Wood bench, chairs and table: Horus
[Ivy 1:](#)
Ivy 2: me

Ivy 3: Core Design
Ivy 4: Maax (modified by me)
Stairs: me
Tall bush: Teme9
Shatterable trash bin 1: me
Shatterable trash bin 2: MissKroft
Shatterable lock: Core Design
[Shatterable wood box:](#)
Shatterable picture: me
Shatterable grates: me
Sewer openings: me
Lifesaver: Trinity
Wall light: Trix
Stone wall: me
Wood table and chair: Back To Basics Venice (modified by me)
Wood barrel: Trix (modified by me)
Kitchen furnitures: Horus Goddess (modified by me), me
Kitchen furnitures (restaurant): Trinity (modified by me)
Palm: Luke
Vine plant: Luke
Oleander: Luke
Hanging lamp: me
Tents: me
Windows: me
Restaurant table and chairs: Back to Basics Greece
Olive tree: me
Flowers: me
Brick column: me
Bougainville: me
Bedroom furnitures: me
Iron tables and chairs (black): me
Iron tables and chairs + iron bench + iron small table (white): me
White table with white and blue umbrella: me
Garden wood chair: me
Wisteria: me
Bollards: Trix
Rays of light: Core Design
Windows grate: me
Well: me
Small pines: Luke
Curtains: teme9
Hanging meat: Core Design
Dog house: me
Manhole: me
Small black table: me (napkin holders by October)

Icecream shop furnitures and logo: me
Wood sofa: me
Workshop table: Core Design (modified by me)
Trolley: me
"Il Glicine" sign: me

- Animations -

Faster shimney: Geckokid
Running animation: Geckokid
Stumbling after a fall: Geckokid
Swan-dive - roll: Core Design, me
Underwater wall kick: me
Pipes: Jesse, Core Design, me

- Textures -

Me, CGTextures.com, Horus, Core Design, Saber Interactive, Crystal Dynamics, Back To Basics Venice.

- Sounds & Musics -

Sounds: Core Design, Crystal Dynamics (Tomb Raider Legend), RTI (Gruppo Mediaset), me.

Musics: Open Road Folk Music - Morning's First Light

(https://www.youtube.com/watch?v=Id2mbxCnxtE&list=RDId2mbxCnxtE&start_radio=1&t=471s)

Relaxing Mediterranean Music, HunterxHunter (anime).

- Tools -

WadMerger, Fragmotion, Audacity, Photoshop CC26, Gimp, TBuilder, TextureMake101, StrPix, Flep, Metasequoia, Meta2TR, TRW editor, Editwad, TRNG Crypter, ChatGPT, Google Gemini.

- Plugins -

FanFlare by ChocolateFan, Shatter Sound Customizer + door customizer by ChocolateFan, Footprints by ChocolateFan, ParticleSystem by Krystian, Plugin_AkyVMix01 by AkyV, TokyoSU by ChocolateFan.

- Voices -

Lara: Jonell Elliot (via AI)
Girl: MarlanaCrystal
Fisherman: DJ Full
Cook: Zreen

- Beta Testers -

Talos, LoreRaider, DJFull

SPECIAL THANKS:

Talos (this level is dedicated to you!), Paolone, the people who created the tools I've used, the people who created the stuff I've used in this level, EVERYONE who helped and supported me, ChocolateFan for her incredible work and availability, the Tomb Raider Forums and trle.net Community, the Aspidetr Community, the dubbers, the testers for their precious help: this work is here thanks to all of you!! I love you all!

And thanks also to the players and everyone is reading this, obviously!

~ Ranpyon

All my custom levels: <https://www.trle.net/sc/authorfeatures.php?aid=851> and trcustoms.org/levels?search=Ranpyon