

Tomb Raider: Spectrum

by Stranger1992

Thankyou for downloading and playing my début level. I feel very pleased to be able to present you, my player, with the fruits of my labour so to speak.

Level Started: 3rd March 2008.

Level Finished: 9th June 2008.

Story

The chimes of a distant grandfather clock bounce across the main hall, its definite, shrill sound ringing upwards and around. All is still inside Croft Manor. Our adventurer, Lady Lara Croft, is asleep upstairs in her suite. What Lara dreams about is one thing. What Lady Lara Croft has nightmares about is another thing.

Join Lara as she experiences a mysterious journey of "Spectrum"-the limbo between the dream and nightmare world. The crossover point when such dreams cascade into nightmare. Live the atmosphere, breathe the tension and experience the extraordinary.

Your Mission

Main objective: Retrieve the "Kamen Svetla".



The Kamen Svetla is the core to any dream. The emotional core that makes you wonder if it all just happened. It is said that if a dreamer manages to truly seek out this precious artefact, then they will acquire it in the real world when they wake up and not question where it came from.

Secondary objective: Retrieve the 3 secret relics.



- 1) Golden Idol
- 2) Tribal Mask
- 3) Star Pendant

Credits

Without the hard work, dedication and talent of others I could not have created this level. I feel it is very important to credit everyone who has helped, whether or not they know it, for their work. If I have forgotten or miscredited you please contact me on stranger1992@hotmail.co.uk. Thanks! ☺

Programs used:

- *Tomb Raider Next Generation (TRNG)*
by Palone.
- *Next Generation Level Editor (NGLE)*
by Palone.
- *WADmerger*
by TRWAD.
- *Strpix*
by Turbo Pascal.
- *Metaseq*
by Mizno Labs.
- *TBuilder*
by Iceberg.
- *Paint Shop Pro Photo*
by Corel.
- Photoshop CS3
by Adobe.
- *GIMP* (General Image Manipulation Program)
by Various.

Textures used:

- Tomb Raider Anniversary-Peru and Greece textures by Crystal Dynamics
ripped and assembled by Essgee.
- Tomb Raider: Angel of Darkness-Louvre Textures by Core Design
ripped and assembled by Essgee.
- Tomb Raider 3-Meteorite Cavern Textures by Core Design
ripped by myself.

Music/Sounds used:

- TR2/TR3/TR5 sounds
ripped and converted by myself.
- 000-Tr2 music
by Core Design.
- 001-Tr3 "She's Cool" theme
by Core Design.

- 004-Portion of "Across the Sea"
by Dean Kopri.
- 005-Secret sound
by Core Design.
- 014-"Snow Flower"
by Ananda Shankar, taken from the BBC TV program "Life on Mars" soundtrack.
- 022-Tr4 Audio Track
by Core Design.
- 050-Tr3 Incidental Music
by Core Design.
- 104-Portion of "Storms of Xibalba"
by Dean Kopri.
- 105-Tr3 incidental music
by Core Design.
- 108-Tr1/Tr2/Tr3 Ambient music mix
by myself.
- 110-Lost Island Ambience
by Troels Foreman.

Objects Used:

- Classic Croft
by Masked Raider. Weapons by PoYu
- TRA Textured Crocodile
by Tweetygwee.
- Pterodactyl
by Tomo.
- Raptors
by kaufi-lc.
- Scavenger
by TifaNazah.
- Small Monster
by Baddy.
- Falling Block
by TimJ (BtB08).
- Trapdoor
by myself.
- Rollingball
by TimJ (BtB08).
- Teeth Spikes
by Core Design.
- Raising Block 1 and 2
by TimJ (BtB08).

- Bamboo cage pushable
by Essgee.
- Skull Cage
by TimJ (BtB08).
- TR1 moving lava
by Essgee.
- Swinging Axe blade
by Tombraidertim.
- Bronze, Silver and Gold Orb puzzle
by karlo002.
- Missing Tablet puzzle
by karlo002.
- Rusted Key
by TimJ (BtB08).
- Kamen Svetla
by myself.
- Golden Idol Secret
by TimJ (BtB08).
- Tribal Mask Secret
by Stitch (BtB08).
- Star Pendant
by TimJ.
- Ancient Tablet
by myself, modified from the TR4 Senet instructions.
- Switch from tr3
modified by myself.
- Underwater Switch
by myself. Hand mesh by Po Yu and modified by myself.
- Lever Switch
by myself.
- Jump Switch
by TimJ (BtB08).
- Scorpion Doors
by myself.
- Small Doors
from TR3.
- Bridge Objects
by TimJ (BtB08).
- Torch objects
from TR4.
- Light beam objects
by myself.

- Fancy Bed
by White Tiger.
- TR3 Tinnos Statue
modified by me.
- High Pedestals
by Spike/Spikey (meshes) and TimJ (textures) (BtB08).
- Barriers
by TRangel.
- Vines
by Illyaine.
- Statue
by Apofyse.
- Low Pedestals
by Spike/Spikey (meshes) and TimJ (textures) (BtB08).
- Ladder objects
from TR3, modified by myself.
- Shiva Statues
from TR3, relit by myself.

Other thanks:

- Thankyou to all that tested this. I am very grateful. I got there in the end.
Other feedback: [God of Light](#), [Laralives](#), [Mr XY](#) and [White Tiger](#).
Final Beta Test: [Spike/Spikey](#).
- Special thankyou to Spike/Spikey for all of his support while making this level. I could not have done it without him and his keen eye helped me a lot, and improved the level from its start to its final conversion. Thankyou so much. 😊
- Readme design and layout
by Spike/Spikey.
- Readme graphics
by Stranger1992.

Thankyou for reading this readme. 😊

Stranger1992.