

Troglodyte Technology Part One

By Leroy Perkins

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INSTALLATION

**Load.bmp, Script.dat, English.dat => trle
003.wav, 009.wav, 010.wav, 080.wav, 098.wav, 099.wav => trle\audio
trog*. * => trle\graphics\wads**

Convert the .TOM files separately by running the converter four times and closing it down between to avoid errors.

Run Setup and turn Volumetric FX on.

NOTES

- **The lever bug that was in the Demo has been fixed.**
- **When you throw the torch it slides two tiles so think about where you drop it.**
- **Check out Statistics.jpg, this is possible.**

GAMEPLAY

- **In the first level (Tomb Raiders' Camp) get the Tomb Raiders' Note then go back to the start. The note gives a clue to where Lara has to go, you can read it too.**
- **In the second level get the Winged Scarab then go to the start.**
- **You get to go to the Bonus level at the end of each level if you get all secrets.**
 - **Museum Caper — 5 secrets**
 - **Tomb Raiders' Camp — 4 secrets**
 - **Locks to the Underworld — 3 secrets**
- **The Bonus level is worth the effort, lots of fun stuff, not very difficult.**

STORY

A journal of an old expedition in Ethiopia has turned up, only one of the explorers made it back alive. It contains descriptions of a long dead ancient but technologically advanced civilisation living underground, the Troglodytes. The entrance to their domain is through temple carved out of the ground (They really do have these in Ethiopia). Lara must try to beat the other Tomb Raiders to the riches of the Troglodytes.

CREDITS

Outfit by Titak

AK-47 by Jiliboy64

Tony and Guard are from TR Search Engine

Hosting by Michael Prager at trle.net

Cornchild thank you for the lamp but I didn't end up using it.

All other original objects and textures were created by me so if you use them thank Leroy Perkins.

And a big thank you to the creators of the tools mentioned below.

TOOLS USED

WAD Merger

TBuilder

Strpix3

Screamer



This is from the Bonus level.