

Tomb Raider II – Bhogavati

A Level Submission for Mike Quahe's Revival Project

Level by Zreen

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In 2022, longtime community member Mike "Matrix54" Quahe set up a challenge to remake an older custom level or demake something from TR6-onwards. I went with a demake of Tomb Raider Underworld's "Thailand" level.

In this 3-part level, Lara is on the hunt for the Crystal Heart, a physical remnant of the Hindu god Brahma. The story is unrelated to Underworld save for the location and the visual similarities of some stages (cliffs, sun puzzle).

Please use the recommended settings included in the package for the intended experience in tr2main. If the "saves" folder is missing in Tomb2.exe directory, please add an empty folder and name it so.

Known bugs

Visual bugs:

- Sharp contrasts that tend to appear on Lara not matching a room's ambient lighting due to how tr2's lighting works.
- Another bug is that some monitors do not show rooms as brightly lit as other peoples' monitors (not much of a bug, more a milage-may-vary type).
- A small corridor just after the bat-filled campfire room has an unfixable camera jumping issue. It is not caused by triggers or portals or location in the overall world space. I have made a workaround by making the corridor larger so the jumping camera doesn't phase through the walls anymore but there may still be disorientation.

Gameplay bugs:

- Some water currents may not affect Lara as intended, leading to out of bounds (rare).
- Z-fighting of some objects may occur at distances even with recommended settings, including disappearing plant objects at certain heights which may decrease immersion.

Deleted level

There was at one point a fourth level obtained by getting all 9 secrets. However this level was not implemented well with the other levels and only served to frustrate the player. As such I have removed this level. If you would like to try this level free to contact me at my provided email located on my profile.

Credits

Beta Testers:

- Matrix54 (Demo)
- Nanaki Azakee (Demo and Full)
- ShadowyJaw (Full)
- Delca (Full)
- Leoc1995 (Full)

Audio:

- Music and sounds from TR2
- Main theme from Vinland Saga
- Custom Lara lines generated by Eleven Labs using samples from TR2

Objects and Textures:

- TR1
- TR2
- TR3
- TR4
- TR Underworld
- BTB Khmer
- CC0 Textures
- Uncharted series
- Assassin's Creed series
- Sketchfab