



By DaroRaider

TRLE: <https://www.trle.net/sc/authorfeatures.php?aid=745>

TRCUSTOMS: <https://trcustoms.org/users/696>

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1.STORY

The story takes place at the time when Lara goes back to the Great Wall of China carrying "The Talion" with her after obtaining it in Tibet.

Back in the ruins of the Great Wall she meets a monk Barkhang who has been captured by the Fiamma Nera's henchmen and tells her that she... Lara, is the only one who can stop them.

Our heroine only has some flares, medipacks and the classic pistols and she must go deep until she reaches the gate of the Temple of Xian, the Xian's Gate, while along the way she will have several challenges to overcome.

2. READ BEFORE PLAYING

1. The game uses Arsunt's patch for TR2 for a better in-game experience. There are 2 game options: A "*default PC style*" and another "*recommended PSX style*" like in the old console.

Before playing, run the "*reset*" registry in the root directory and then run either, any of the 2 modes that are also available in the root directory (as .reg files). Then click on the "*Play Game!*" icon.

2. For rendering reasons, it is recommended to play at a resolution of 1600x900 or lower. Before entering the game, click on the "*Run Setup*" icon and configure it to your liking. Even if your graphics card allows it, it is NOT recommended to play at very high game settings because the brightness tones look mismatched within the game.
3. The possibilities of the TR2Main patch are several. You can enter the "*Extra options*" folder, within the root directory, and activate/deactivate game configuration options offered by the patch.
4. The scale of brightness used (*light/dark*) is used in many parts of the game, including sometimes very dark passages. While there are enough flares to use throughout the game, try to be cautious and responsible in your use of them.
5. When a character human is speaking, DO NOT enter to inventory as it is an audio track, you can spoil the fun. Just let the character start and end speaking.

KNOWN BUGS!

1. The game is created with dxTre3d and while the Arsunt patch eliminates many possibilities of known bugs, this is not the case with "Spot Lights". In other words, at some points, if you get too close to them, you could have to face unexpected crashes.

You can play in "windowed mode" if you wish, so that you don't get fully freezed in fullscreen in case of crushing exceptions.

2. **SPOILER:** In the part of the gong object, there are times where the "hammer gong" animation does not work and the gong does not sound, in that case before reaching the gong, *SAVE* the game and reload as many times until it runs normally, Otherwise you will not be able to continue with the game.

3.D3DX9_43.DLL NOT FOUND!

The Arsunt patch needs to make use of the directx9 libraries installed on the computer. To be able to play, you have two possibilities:

1) Install the DirectX9 package from the official Microsoft website.

<https://www.microsoft.com/es-es/download/details.aspx?id=35>
(spanish link, choose your language)

2) In the D3DX9 folder, copy the file D3DX9_43.DLL to the root directory.

4.CREDITS

OBJECT & TEXTURES

- > Skybox from Sabatu's Tomb Raider II - The Great Wall level. Modified by me using A_De's horizon ripped from HOMM4.
 - >TRII & TRIII Original textures. Transitions and modifications by me.
 - > Some Textures from Feder's The Swamp level.
- > Static Meshes from Feder's The Swamp level and others from Marcos' The Chalice I level.
- > Moveables from Original TRII and customized by me. (Gong Texture from Google Images)
- > Animation and customized Barkhang's Monh from original TRII. Edited and modified by me.

MUSIC:

- > TRII & TRIII original soundtracks.
 - > Arrival in China – The Cradle of Life OST
 - > The Rising Sun - Emperor: Rise of the Middle Kingdom OST - Jeff van Dyck
- > Character voices synthesized by Acapella Box online software and recorded under Windows.

BETATESTER:

Nanaki Azakee
Marcos

SPECIAL THANKS:

My fellow countryman: Feder