

## THE FORBIDDEN PLACE - DEMO

Hello there! Thank you for downloading my level!

This demo is exclusively released for the new TRLE site, so do not host it anywhere else.

Make sure that you opened and applied the “APPLY\_FIRST.reg” to enable features such as colored water, loading screens and etc. ☺

## ABOUT THE LEVEL

This demo only includes the first level which took me months to finish due to my unhealthy perfectionism that basically was destroying my all enjoyment with building therefore this is the main reason why it takes me so long to release any level xD

After all, I hope you'll enjoy this demo it has some flaws tho but they'll be fixed in the final version. ;)

I am open to constructive criticism, so just point out any flaw you'll encounter in the review.

If you are a fan (or not) of **Bilinear Filter** you can simply turn it on/off by pressing **F8**

Ah yes, level has some inside jokes/memes known on Steven's 35175 discord server (mainly key names)

P.S. Whole level set is built specially for my dear friend SnipingSaix for his birthday it is already very belated gift.

## TOOLS USED

- Tomb Editor
- Wadtool
- Soundtool
- TRLevelUtility
- GIMP

## BETATESTERS

- BlackWolfTR
- Danath
- Kubsy
- Leoc1995
- PedroCroft\_
- Steven35175

## KNOWN ISSUES/BUGS:

- Level includes falling pushblocks, so if the pushblock fell make sure to not save and reload the game in the room where the pushblock is, otherwise it'll lost collision. Probably it's an engine bug.
- There's a **possible** softlock in one puzzle room (thanks to Leoc1995 for mentioning that) make sure you save the game on different slots. ;) (In the final version puzzle will be different to avoid possible softlock)
- If you encounter flickering geometry, objects and etc. make sure to press **F7** to turn on the Z-Buffer. Some betatesters mentioned that even after applying the "APPLY\_FIRST.reg" Z-Buffer was not turned on
- Another bug is existing collision around objects that should not have it for example: Zipline. Probably it's another engine bug. (I've tried to fix it but neither of solution worked unfortunately)

## CREDITS

Arsunt for TR2Main

Leoc1995 for Outfit taken from the TR2 Randomizer

MontyTRC and whole team for Tomb Editor

Nanaki Azakee and Topixtor for playing the demo version before the release and pointing out some flaws that are going to be fixed in the final version.

Steven35175 for Xian texture recolor

Zdimension for TRLevelUtility