Please, don`t break (piano_raider)
One room challenge 2021

Technical Stuff:

- This game works with Arsunt`s Patch for TR2-level. You have to enable the four settings in the "Important Settings"-folder to be able to play the game properly.
- Please make sure, the Z-Buffer is also enabled. Otherwise the level will look odd. You can enable it by pressing f7 while playing. Or you can klick this option in the setup.
- Also the TR2.exe sometimes causes a false-positive by Anti-Virus-Programs. You have to put the game-folder to the exceptions of your Anti-Virus-Program.

Story:

Marco Bartoli was an extravagant man. He was so mad that he had a property built at the bottom of the Adriatic Sea. After his death – in which Lara Croft was not uninvolved – the special hiding place was empty. Bartoli had no direct descendants either. In the course of time, his former mafia subjects – or rather those who survived – seized the quarters to themselves and stored their valuable stolen goods there and tested their traps. Lara on an expedition finds the secret entrance to this extraordinary domicile by chance and insists on entering the apartment. But she didn't expect the front door to close behind her ...

Now that Lara has made it to Bartoli's estate, she wonders if she can find something for her home collection. Maybe a nice mask and a gold coin?

Thanks to Tombraider95 for running this competition!

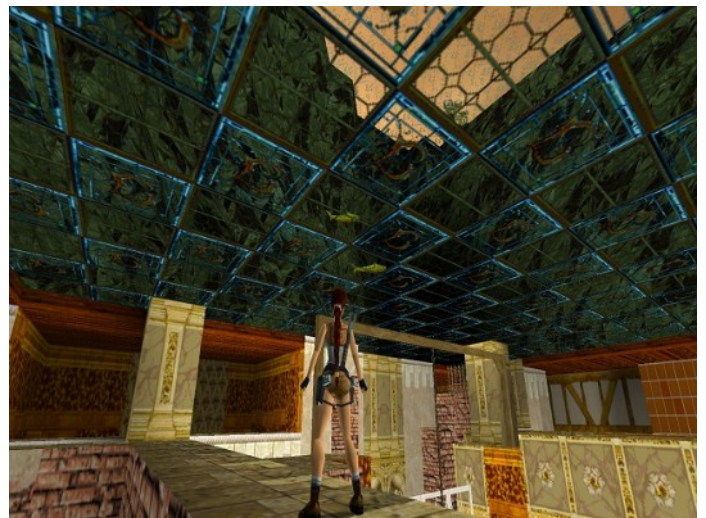**Thanks to** all Beta-Testers, who helped me a lot!
Kubsy
Nanaki Azakee
Nerdfury
PedroTheGamer
Steven35175
TOMBR6

Special thanks to the Tomb-Editor-Team, who made these days probably the best days to start with TR-levelbuilding.
MontyTRC, the head of this project
Lwmte, who answers all the questions in forum
Raildex, who implemented TR1-TR3 support
and all the other participants

Thanks to Arsunt, who – right after Tomb Editor implemented TR2-support – increased the texture-limit for TR2-levels. Even in this level, the former texture-limit is exeeded.

Thanks to MichaelP, who takes care of the trle.net-site for all those years

Objects:
– Core Design
– HD Horizon by MrXY (yes, they work in TR2!!!)

Tools used:

for the Level:
– Tomb Editor and all its tools
– TRViewer (E. Popov, Sapper) to export TR2 objects
– PixStr (Raider Croft) to retexture some objects
– Blender to create new geometry (e.g. the scenery room) to import it with Imported-Geometry-Function in Tomb Editor
– TRLevelUtility (ZDimension) to edit the script
– Blender and Gimp for the Title-Screen

for the Cutscene:
– RView (Turbo Pascal, IceBerg, Sapper) to retexture the "rig"
– Win_TRscp (Raider Croft) to put an endtrigger into the cutscene

Patches:
– Arsunt`s Patch for TR2