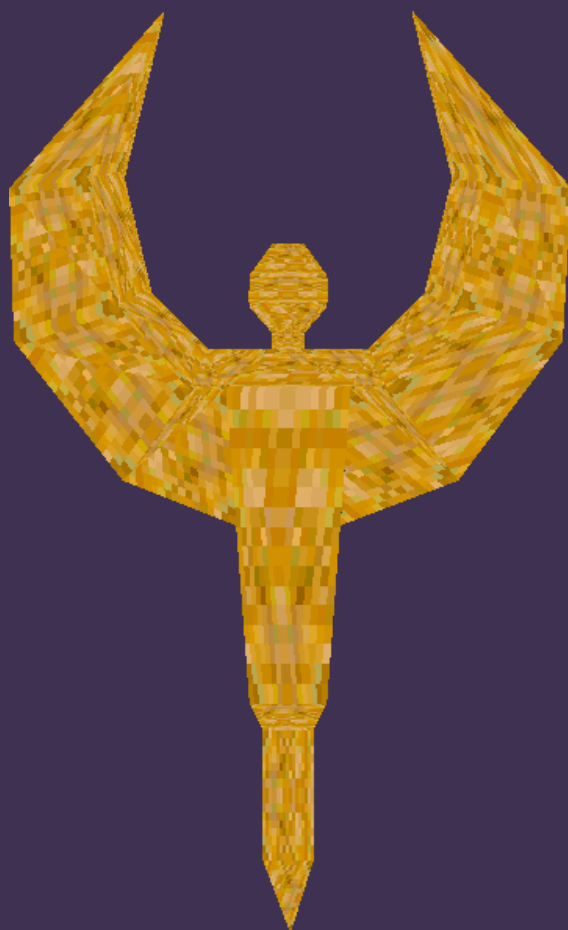


The Golden City

Quest for the Lost Seraph

by Pascal Scherer



Thank you for downloading!

The Story

After traveling through the hot desert for several days, Lara finally finds what she has been looking for, ever since she started to research about Egyptian cultures. She stands right in front of the entrance to the ancient and forgotten ruins of The Golden City, that are supposed to hold a mysterious, lost artifact, called the Seraph. Somewhere within its majestic walls and hallways, which are filled with countless lethal traps, that are just waiting for Lara to make a mistake, the artifact must be hidden. Even though all that sounds really promising and exciting for her, Lara realizes that she is not the only one looking for the valuable and powerful treasure. She spots a handful of jeeps in the desert area around the city's entrance, which look like trouble. Maybe the deadly traps are not the only dangerous thing Lara is going to encounter down in the ruins. Who knows, what else might lurk in the unknown depths of The Golden City...

Important

Before launching the game, please execute 'setup'. Adjust the settings the way it best suits your PC, monitor, and wishes, but most importantly: Turn off 'Volumetric FX'!

What 's new?

- ❖ Leaves are (mostly) climbable. They work as ladders and as 'Monkey Swings'.
- ❖ When Lara walks through spikes slowly, they do not hurt her, just like in the earlier games of 'Tomb Raider'.
- ❖ When Lara jumps from a pole, she will perform her action in a forward direction, facing her target, unlike in the original game, where she does a backflip from the pole.

- ❖ Lara is now able to perform a crawlspace roll by crawling to an edge and pressing 'Forward' + 'Jump'.
- ❖ In addition to that, you should be aware of the basic rules of chess in order to solve a puzzle located in the hallway of riddles. The most important rules to know are the possible movements of the different pieces in chess. Please note that choosing a move heading in a non-forward direction will only be valid when Lara stands on the red tile.

Secrets

The level includes 14 secrets. There are five bronze secrets, five silver secrets, three gold secrets, and one bonus secret for finding all of the above. Can you find all the hidden bronze, silver and gold spheres and unlock the gates to the most outstanding secret that The Golden City holds?

Bugs

Aside from the usual bugs occurring in the classic TR games, a few new ones made their way into this level. Here is a list of the bugs that have been found and been able to be reproduced:

- ❖ This level includes demigods. In order to make this enemy look like a statue until it attacks Lara, the enemy is frozen right when it is triggered. As soon as it is supposed to attack, the freeze effect will be removed. Whenever Lara steps onto such a trigger, the game can crash for unknown reasons. This bug seems to be entirely random, so please save at the following positions and save again when you saw the demigod move:
After picking up your first Ankh, in front of the chessboard, after picking up your second Ankh and before jumping on the second or third house (depending on what way you choose) in the area with the four houses and the huge golden waterfall. After passing a trigger that caused one or several crashes,

the now moving demigods will probably not attack.

- ❖ Since Lara happens to fall through bridge objects from time to time, invisible blocks have been added underneath them. Now, Lara does not fall through them anymore and is able to grab the edge of a bridge and pull herself up. Unfortunately, the area underneath the bridge objects is now surrounded by invisible walls. When Lara tries to climb around these walls, she might get stuck or will hang at edges, where there should not be any edge. Please just let Lara pull herself up, whenever she grabs the edge of a bridge and try not to mess around with this buggy construction.
- ❖ At some points of the level, there is a chance for Lara to fail to grab edges or to pull herself out of the water, which can have deadly results, so please save frequently and reload or walk around for a bit, in case something goes wrong. Fortunately, the areas in which this bug has occurred are not very large.

- ❖ When Lara falls into water that is two clicks high, she should survive, no matter how deep her fall was. Unfortunately, that does not always work out for some reason, so simply save before jumping from bigger heights into water.
- ❖ In the cave areas, please do not try to jump towards the steep walls of the cave, since Lara might get stuck in the wall if she jumps in a specific way.
- ❖ Occasionally, Lara struggles with picking up objects from pedestals or the floor. Try different angles and approach the object from different sides, until she can pick it up.
- ❖ When pushing the cages around, the last cage of the puzzle should not stand on another cage. Keep pushing it all over to the cat tile, otherwise a series of bugs will be caused: Lara might get stuck, the block might not be usable anymore, and the camera might stay at one position, losing track of Lara.

- ❖ Flames and/or objects might randomly pop up on the screen, but do not worry, they will not affect Lara in any way.
- ❖ Under certain camera angles, some objects (especially bigger ones) might disappear and reappear again or the screen might turn black. Everything will go back to normal by changing Lara's point of view.
- ❖ Sometimes, gates do not make any sound when they open.
- ❖ As you might already know, the enemy AI in the classic TR games is not the most elaborate one. In order to have a good gaming experience and avoid bugs, please do not try to exploit the enemy AI. Furthermore, please kill all enemies that Lara encounters throughout her adventure.
- ❖ In case you start tomb4.exe or the level and no music can be heard and/or sound effects lag, please restart tomb4.exe.

Sources

This level was not built by solely using the original TRLE and the objects, textures, and sounds that come with it. The NGLE and plenty of other builder's submissions made this level possible. A huge thank you goes out to the users of trsearch.org and the creators of the NGLE manual, who provided me with everything I needed to create this level. Users of trsearch.org, who contributed to my level, as well as all my other sources are listed below:

Objects

Author	Objects
Po Yu	Lara, pistols and shotgun
maax_87	Save and load objects, teeth spikes, small Greek columns, Egyptian columns, debris, hieroglyphs and pedestal
teme9	Ferns, Ivy, palm trees and water lily
PeeT	Big Greek column, pedestal and fire bowl
Teeth	Gates and trapdoor
Die Basis	Rolling ball and jump switch
Master	Darts and Dart emitting object
cornchild	Falling block
Baddy	Wall-mounted knife blade

Horus	ladder
karlo002	Bronze/silver/golden spheres and hands and cactus
bekim	Ankh puzzle objects
xX_Alexis_girl_Xx	Bonus secret reward
Pangol	Seraph
Laras Boyfriend	Binoculars and shotgun ammo (Modified)
Trangel	Uzi and Uzi ammo
LGG-PRODUCTION	Medipacks (Textures used to modify pole rope)
Underwater Raider	Flares
Piega	Compass
Golden Dawn	Wolf
quahe	Sprites and obelisk
Apofyse, eTux, TimJ	Bridges
UDLM2	Skeletons
A_De	Griffin statue
Trinity	Banisters
TimJ	Pushable cage
lathander	Bubbles (water)
L.Croft	Jeep
EssGee	Motorbike
http://www.trlevel.de/lexicon/index.php/Entry/190-Demigod/	Bubbles (projectile)
Pascal Ducey (http://www.tomb-raider-editor.com/english/tut-reve-egyptien-magplus-en.php)	Pushable objects in 4 colors
I could not find the source anymore. Please contact me in case you find it, so I can credit the author.	Sky and Glider

Animations

Author	Animations
GeckoKid	Climb up animations and faster shimmy animation
SSJ6Wolf	Crawlspace roll animation
AoDfan	Ledge grab animation
Danielinhoni	Backflip animation
Krystian	Pull out of water animation
Jean	Death by falling animation
kurtislara	Death by spike animation
bagas	Pole jumping animation
bashar	Walking animation

Textures

Author	Textures
Horus	http://trforge.net/php/index.php?back-to-basics-steampunk-paket-deutsch http://trforge.net/php/index.php?back-to-basics-venice-paket-deutsch http://host.laraslevelbase.org/level/trle-stuff/trle/textures/taod_Elements.zip
TimJ	http://www.trsearch.org/items/2773

Music

<http://www.tombraiderchronicles.com/soundtrack/index.html>

Special Thanks to

Titak for helping me out with some issues in the building process.

Requests

I would really appreciate if you posted a review for my level on trle.net, especially because this is the first decent level I created after a few miserable attempts and a semi-successful take on the original level: 'The Golden City'. It took me a lot of time and effort to finally publish this level, so it would mean a lot to me if you took a few minutes to give some feedback.

You can follow me on twitter here:

<https://twitter.com/PascalScherer>

Please contact me if I forgot to mention anyone/anything in the credits or if I violated any copyrights (which I did not intend to do), so I can change my level as desired!