

TOMB RAIDER

Palace of Yama

By Danath

Thank you for downloading my new TR1 level. It was created on TombEditor for a competition called CCC (Creative Concept Competition) which sadly got canceled recently. :(
This level uses the Tomb1Main patch version 2.15 which has a lot of features and improvements over base TR1.

In this readme you can see the story, some tips to enjoy it at its best and the resources i used/credits. The patch is configured in an optimal way by me, but here you can learn how to change the config if you want. :)

STORY

An ancient Hindu ruler ordered the construction of a massive Palace in honor of Yama, God of Death, deep underground.

This ruler also wished to remain there upon death, and has been resting there for centuries along his great riches.

There is a legend about a magical Ruby being on this palace, which supposedly was blessed by Yama itself.

Lara learns about this legend and decides to make a dangerous trip to this palace...

INFO AND TIPS

- This level only has 1 secret, which will give you big reward if you can find it.
- The jumping has no delay thanks to Tomb1Main, and you can also roll when jumping!
- Lighting was carefully done in order to have a creepy atmosphere, but if you find it too dark you can increase brightness ingame using the Detail (Glasses) option in the menu.



- If you wish to change any Tomb1Main options you can use the tool named "Tomb1Main_ConfigTool" inside the "Engine" folder. Don't forget to save! :)
- Cheats are enabled, you can see the keys on the Config Tool, "Game Modifications" tab.

CREDITS

- ◆ Core Design for the base TR1 & TR2 assets, modifications by me.
- ◆ Base textures and objects provided by Egypt Gypsie, modifications and transitions by me.
- ◆ Textures and objects from Back to Basics Persia, modifications and transitions by me.
- ◆ “Note” object by Leoc1995, modified by me.
- ◆ “Natla” boss modification by Delca.
- ◆ “Monastery Tenebrae” music track – Goran Bastinac, Topware.
- ◆ “Weapons on Fire” music track – Goran Bastinac, Topware.

I will be sharing the objects and textures i used on TRSearch.org soon. :)

SPECIAL THANKS

- ★ Haley (Egypt Gypsie) for creating the CCC Competition. It has been a lot of fun and it pushed me to learn building on the TR1 engine, so an absolute win. :D
- ★ The Betatesters: Leoc1995, Mahetus, Sabatu.
- ★ The Tomb1Main developers for their fantastic engine modifications.

CONTACT & MEDIA

● Youtube:

<https://www.youtube.com/channel/UCejBlNhZQ02g1zs8NDIla9g>

● Discord: danath_

● TRCustoms: <https://trcustoms.org/users/941>

● Tomb Raider Forums (not used much):

<https://www.tombraiderforums.com/member.php?u=13799>