Readme (written by dinne)

This is the long awaited **2020 Christmas level**, not released on time in 2020, neither in 2021.

BUG WARNINGS:
1) Crashes may occur. So far we didn't meet any, but the level is anyway unstable, so who knows. Object textures might corrupt, for example on the pushable globe (save & reload to get rid of it).
2) Don't delete the plugins (dlls) otherwise you will meet bugs.
3) Sometimes the medikit shortcuts on the keyboard may not work.
4) All the dialogues have subtitles. If you can't see them, please hold CTRL while launching the game and check the resolution ratio.
5) Your potato PC might struggle with some big open areas. We have already optimized with several techniques as much as we could.

NEW MOVES:
- Polerope jump: default is forward (jump button)
- Parallel bars: Action to grab, Forward to swing, Jump to jump
- Crawlspace: fast roll with Sprint, jump outside with Jump facing the edge
- Slide-to-Run: hold forward at the end of the slide
- Underwater trapdoors: Action

NEW FEATURES:
- Portable Torch usable from the inventory
- Optional hints (priest room)

NOTE if you wonder why the book disappears from the inventory at some point:
- It's not a bug: when collecting a book and a book key in the game, they will be "used" in the following cutscene with Lara's friends reading that book, that's why they'll disappear from the inventory.

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Story based Christmas adventure (Castle)

"Lara and her friends Noah and Marianne explore the Castle of Montrevard to find out more about their ancestors. The royal family is currently on their yearly vacation because an evil spirit haunts the castle during Christmas. This is a perfect time of the year to discover more..."

Secrets: 9
Duration: 5-7 hours blind
Difficulty: medium
Stress: a lot holy crap

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TEAM Xmas 2020: Sponge, AgentXP, tombraiderxii, Jesus C. Croft, Dreamfall, LoreRaider, Dj Full, dinne, Matie

WHO MADE WHAT:

Story and storytelling: dinne, with the help of Niveus and Dj Full for the English
Interactive flipping book: LoreRaider (book graphics by dinne)
Modern library cutscene: Sponge
Forest, puzzles in the forest and Imps cutscenes: LoreRaider
Crypt with lava and coffins: tombraiderxii
Riverbanks: tombraiderxii
Priest interactions outdoor: Dj Full and LoreRaider
Palace stairwell, corridors, library: Sponge
Priest Hints system: dinne
Sewers: Dreamfall
Canvases puzzle: dinne
Seaside: tombraiderxii and dinne (only cave and timed run)
5 Colored platforms puzzle and small courtyard: Dreamfall
Mines: Dj Full and dinne
Portable Torch: LoreRaider
Wine cellar and torch puzzle: dinne
Under-the-stairwell puddle room: Jesus C. Croft
Dungeon under the secret bookcase: LoreRaider and dinne
Imps hideout: Dj Full
Big lava cave: Jesus C. Croft
Royal corridors: Jesus C. Croft
Princess room: Jesus C. Croft and dinne (mirrored room and secret)
Knight battle and falling chandelier: LoreRaider
Lion Battle with mirrors: Matie
Castle towers and halls: AgentXP
Escaping nasty candle puzzle: dinne
Chandeliers puzzle: dinne and Lore
Wraith puzzle: dinne
Ritual and placement of all the puzzle items: dinne
Battle against the witch: Matie
All the dialogues implemented and subbed by LoreRaider, Dj Full and dinne
All the cutscenes (in the playable level) implemented by LoreRaider
Secrets: Dj Full and dinne
Outro: Dj Full
Manual render optimization: Dj Full (he allows your potato pc to play this level, basically)

#Voiceovers:
- Lara: AgentXP
- Noah: Sponge
- Marianne: Maria (Sponge's irl friend)
- Priest: Jesus C. Croft

- Red Lion: Jesus C. Croft
- Witch Tamzin: Jesus C. Croft
- Outro additional characters: Dj Full
- Princess: Mawia

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#Betatesters:
- Dj Full, dinne, LoreRaider, Jesus C. Croft, Matie, tombraiderxii, AgentXP
- MarlenaCrystal, Raq, NanakiAzakee, ankhofmishra, LillyJericho, Kubsy

Made Tomb Editor, TRNG+FLEP
Plugins by Akyv, ChocolateFan, JoeyQuint, JMN

Additional tools: Blender, Metasequoia, Strpix, WadMerger, TRWad Reorganizer, TRNormals, WadTool, Photoshop, Reaper, Audacity, Tomb IDE, SoundTool, TRW Animation Utilities

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Full asset credits

Audio soundtracks:
- **Jesus C. Croft:** 000, 001, 003, 004, 013
- **Dj Full:** 005, 024, 252, 253
- **TR Anniversary:** 007, 020, 250
- **TR Chronicles:** 015, 016, 017, 026
- **TR II:** 027
- **TR Legend:** 106, 108
- **Dinne:** 068, 105, 122
- **LoreRaider:** 120, 123
- **BtB Northern Legends:** 218

- **The Beauty and the Beast (Disney):** 071
- **Ori and the Blind Forest:** 072
- **Zelda: Breath of the Wild:** 101
- **Octopath Traveler:** 109
- **Skyrim:** 110

- The Witcher 3: 111
- Riven: 102
- **Borderlands 2:** 130, 131, 132
- Shadow of the Colossus: 208

- ***Extra:*** 011 - https://www.youtube.com/watch?v=CYkj52dvxrk (modified/shortened)
- ***Extra:*** 025, 080, 081, 082, 083 - Voice samples taken from: https://www.youtube.com/watch?v=V1fifo3zcXU

Textures: (we couldn't track all the sources)
Horus: Versailles, BtB Steampunk, BtB Venice, Underwater World, Mountain Air, Jungle Fever
maax87: mural texture (edited into Jesus Christ appearance by Sponge)
mike quahe: Manor Textures (bookshelf & stained glass)
Sponge: Baroque Textures, Marble Floor Textures, Gothic Textures
Jesus C.Croft: Baroque Textures
LoreRaider, Sponge, dinne, DJ Full: transition textures
AgentXP: Icy Castle (https://amh-design.ch/LLB/2020/day8?lang=en)
Axelia: water textures - BtB Persia

Wad: (work in progress, we can't track easily all the objects but if you're interested in some, ask to one of us - we'll update this list)

Custom Animations:
- Sponge (shimmy, swimming, jumps, sprint, ladder jump, swan dive)
- GeckoKid (pushable anim)
- Bagas (polerope)
- Symsi (parallel bars)
- Raymond and Dj Full (underwater trapdoor opening)
- SrDanielPonces (standing anim in title)
- Joey (swan dive death)
- Dj Full (all the custom animations of the outro - Lara and NPCs)
- LoreRaider (Imps, interactive book, Noah fluctuating)
- Marlena (Noah/Marianne conversational)
- Dinne (canvas death, priest conversational)

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REVIEWS: if you're not a reviewer on trle.net and you want to start, you have to contact manually the admin and request to subscribe as a reviewer: michael@mprager.de

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