

# THE ANCIENT PEARL OF DEPTHS

~ readme~



I **finally** present you, my debut level – **The Ancient Pearl of Depths**. I honestly can't believe I'm releasing my first level, after lots of scrapped projects. I hope you will enjoy it as much as I did while I was creating it. This is my first time releasing (and my second finished project) so forgive me if there are any boring or repetitive parts. I'm looking forward to your feedback, so if you have time, please leave a rating or review :)

## Story

It is said that somewhere deep in the Aegean Sea, The Ancient Pearl of Depths is hidden. This ancient artifact grants control of water to whoever possesses it. Lara tracked down the temple that hides this Pearl and sets off a brand new adventure. But, Lara isn't the only one who seeks it, deep in the lush caves The Fiamma Nera already found the temple, and have been investigating the pearl for weeks. On this Adventure Lara will explore underwater caves, and an abandoned base taken by the Fiamma Nera.

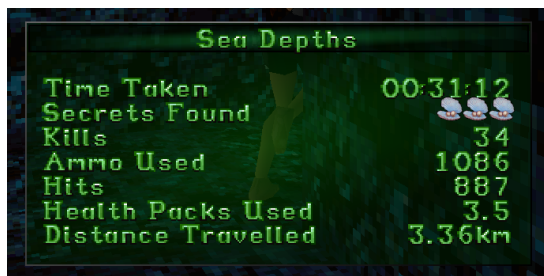
## Information

**IMPORTANT! – RUN “#SETTINGS.REG” & “#CUSTOMSCREENS.REG” TO MAKE SURE THE CUSTOM TITLE/LOAD SCREENS + TR2MAIN WORKS AS INTENDED!**

This level is mostly a shooter with platforming elements and exploration. It has a few easy “puzzles”

A shorter raid (around 35-40 mins) with 1 level.

Author stats:



Sea Depths	
Time Taken	00:31:12
Secrets Found	34
Kills	34
Ammo Used	1086
Hits	887
Health Packs Used	3.5
Distance Travelled	3.36km

## Special thanks

I'd like to thank a few people that helped me with this project. **Danath** – you are the inspiration for this project, your game “The Ancient jade Mask” inspired me to want to be a builder. Thanks for making these wonderful textures and objects.

**Sabatu** – thanks for the pearl model. **Mahetus** – thanks for helping me (as always) with the triggers and script. **BetaTesters** (Danath & Shadow) – thanks for your honest feedback. Everyone else – thank you, for playing, for even looking at this page, and reading this

Have fun.

~ credits ~

**Textures:**

Danath (edited)  
Sabatu

**Objects:**

Danath (edited)  
BtB 2015 - Greece

**Models:**

DenisTheRaider97  
TR Randomizer (some meshes/textures)

**Music:**

Nathan McRee

**Voice Lines:**

Alice, ElevenLabs (free to use)