

# Back to Basics 2014 - Khmer Empire - Wad Object Creator Credits

LARA, additional animations - ssjwolf (Ladder-MS), EssGee(water-ladder), Fluen/EssGee (Gong Puzzle),Geckokid/Apofyse/ Magplus (ledge jump), Aya191/Bojrkraider (climb up)
PISTOLS_ANIM,
UZI_ANIM,
SHOTGUN_ANIM, HK5SD - by Tauchwiesel; Modified by EssGee
CROSSBOW_ANIM, Bow and arrow from BtoB 2013 - Tifa Nazah; Survivor remodel EssGee
GRENADE_GUN_ANIM, TR3 Bazooka - conversion and retextured by EssGee
SIXSHOOTER_ANIM,
FLARE_ANIM, Sponge
LARA_SKIN, BtoB custom outfit - Po-Yu, Horus Goddess, Sponge; Lara Hand meshes - all inventory items modified and remapped by EssGee; all Lara parts, gun anims, holster etc - normals fixed by Jesus C. Croft
LARA_SKIN_JOINTS, BtoB custom outfit - Po-Yu, Horus Goddess, Sponge
LARA_SCREAM, BtoB custom outfit - Po-Yu, Horus Goddess, Sponge
LARA_CROSSBOW_LASER, Tifa Nazah; Survivor remodel EssGee
LARA_REVOLVER_LASER, modified by EssGee
LARA_HOLSTERS, Sponge
LARA_HOLSTERS_PISTOLS, Sponge
LARA_HOLSTERS_UZIS, Sponge
LARA_HOLSTERS_SIXSHOOTER, Sponge
CROWBAR_ANIM, KurtisandLara, EssGee Hands
TORCH_ANIM,
HAIR, BtoB custom outfit - Po-Yu, Horus Goddess, Sponge
VEHICLE_EXTRA,
CROWBAR_ITEM, Jungle sword - KurtisandLara
BURNING_TORCH_ITEM, NL torch - EssGee
PISTOLS_ITEM,
PISTOLS_AMMO_ITEM,
UZI_ITEM, Custom Uzis - Sponge
UZI_AMMO_ITEM, Custom Uzis - Sponge
SHOTGUN_ITEM, HK5SD - Tauchwiesel
SHOTGUN_AMMO1_ITEM, HK5SD - Tauchwiesel
SHOTGUN_AMMO2_ITEM, HK5SD - Tauchwiesel
CROSSBOW_ITEM, Bow and arrow from BtoB 2013- Tifa Nazah; Survivor remodel EssGee
CROSSBOW_AMMO1_ITEM, Bow and arrow from BtoB 2013- Tifa Nazah
CROSSBOW_AMMO2_ITEM, Bow and arrow from BtoB 2013- Tifa Nazah
CROSSBOW_AMMO3_ITEM, Bow and arrow from BtoB 2013- Tifa Nazah
CROSSBOW_BOLT, Bow and arrow from BtoB 2013- Tifa Nazah

GRENADE_GUN_ITEM, TR3 Bazooka - conversion and retextured by EssGee
GRENADE_GUN_AMMO1_ITEM, TR3 Bazooka - conversion and retextured by EssGee
GRENADE_GUN_AMMO2_ITEM, TR3 Bazooka - conversion and retextured by EssGee
GRENADE_GUN_AMMO3_ITEM, TR3 Bazooka - conversion and retextured by EssGee
GRENADE, TR3 Bazooka - conversion and retextured by EssGee
SIXSHOOTER_ITEM,
SIXSHOOTER_AMMO_ITEM,
BIGMEDI_ITEM, Jungle medical Kit - EssGee
SMALLMEDI_ITEM, Healing mushrooms - Sponge
LASERSIGHT_ITEM,
BINOCULARS_ITEM, Custom Binoculars - Sponge
FLARE_ITEM, Sponge
FLARE_INV_ITEM, Sponge
COMPASS_ITEM, NL item - teme 9
MEMCARD_LOAD_INV_ITEM, NL item - teme 9
MEMCARD_SAVE_INV_ITEM, NL item - teme 9
GUNSHELL,
SHOTGUNSHELL,
GUN_FLASH, EssGee
MESHSWAP3, For Lara Mine detonator
ENEMY_JEEP, Sponge
SKELETON, skeleton monk - Tifa Nazah - original object; Sponge - monk textures; EssGee - retexture
GUIDE, / MESHSWAP 2 - Buddhist Nun "Nùng" - Sponge; texture reduction - EssGee
CROCODILE, Crocodile- done - teme9, reduced textures EssGee
HORSEMAN, stone temple monkey warriors - EssGee
SCORPION, Stone Shiva - EssGee
KNIGHTS_TEMPLAR, Mercenary with bullet-proof jacket- Sponge; ; texture reduction - EssGee
MUTANT, Golden Naga - eTux, teme9 & EssGee
BABOON_NORMAL, Monkey - EssGee
BABOON_INV, Monkey- done - EssGee
WILD_BOAR, Elephant - original enemy - Dark Death; modified by EssGee
LITTLE_BEETLE, Leeches - EssGee & Fluen
BIG_BEETLE, 'Friendly' Stingray- Sponge; ; texture reduction - EssGee
WRAITH2, Blue Ice Karmic Spirit - TheTiger
WRAITH3, Grey Karmic Spirit- TheTiger
WRAITH4, Green Earth Karmic Spirit- TheTiger
BAT, Bat - EssGee
DOG, Tiger - EssGee
SAS, Khmer Army Mercenary- EssGee

SAS_DRAG_BLOKE, Skeleton - Fluen
AHMET, Mutant Two-headed Tiger - Bojrkraider & EssGee
SMALL_SCORPION, Jungle python - mesh/textures - Teme9; AI/sound - EssGee
BUBBLES - Retextured - EssGee
MOTORBIKE, - KE quadbike - EssGee
Doors - including Trapdoors etc
TRAPDOOR2, Metal gate trapdoor - retextured and modified by EssGee
TRAPDOOR3, Invisible Trapdoor - EssGee
FLOOR_TRAPDOOR1, 2-Tile - wooden trapdoor - EssGee
FLOOR_TRAPDOOR2, Custom Bouncepad - EssGee
CEILING_TRAPDOOR1, Wooden ceiling trapdoor - EssGee
DOOR_TYPE1, Sinking wooden post door - Sponge
DOOR_TYPE2, Stone Khmer 6-click door - EssGee
DOOR_TYPE3, Big face door 1 - 8-click - EssGee
DOOR_TYPE4, Big face door 2 - 8-click - EssGee
DOOR_TYPE5, Gold lattice gate - 8-click - EssGee
DOOR_TYPE6, Gold lattice gate - 4-click - EssGee
DOOR_TYPE7, Elephant logo door Crowbar door- 4-click - TR4 - customized by EssGee
DOOR_TYPE8, Beaded window gate - 4-click - teme9
UNDERWATER_DOOR, TR4
DOUBLE_DOORS, Ornate Double doors - EssGee
Switches
SWITCH_TYPE1, TR3 Wheel switch - animation modifications - EssGee
SWITCH_TYPE2, custom Wall lever - like in TR Underworld - EssGee
SWITCH_TYPE7, Naga Gem switch - Etux
SWITCH_TYPE8, Bell - Fluen
UNDERWATER_SWITCH1, Vertical Chain - EssGee
LEVER_SWITCH, Fluen
JUMP_SWITCH, Fluen
CROWBAR_SWITCH, EssGee
PULLEY, Rusty Chain - Mesh Horus, Retexture EssGee
Pushable Objects, Raising Blocks, platforms, bridge objects
POLEROPE, Swingpole - EssGee
TWOBLOCK_PLATFORM, rising concrete slab - EssGee
RAISING_BLOCK1, EssGee
RAISING_BLOCK2, EssGee
SQUISHY_BLOCK1, Circular saw blades - EssGee
PUSHABLE_OBJECT1, 4-click cubic block - EssGee
PUSHABLE_OBJECT2, Naga Statue - Etux and EssGee
PUSHABLE_OBJECT3, Bell - Sponge
PUSHABLE_OBJECT4, Curved top box - EssGee

PUSHABLE_OBJECT5, 4-head statue - JR3 - EssGee
BRIDGE_FLAT, wood bridge flat - NL - EssGee
BRIDGE_TILT1, wood bridge tilt1 - NL - EssGee
BRIDGE_TILT2, wood bridge tilt2 - NL - EssGee
Null-Mesh Objects
SMOKE_EMITTER_WHITE, included
STEAM_EMITTER, included
EARTHQUAKE, included
WATERFALLMIST, included
RED_LIGHT, included
GREEN_LIGHT, included
BLUE_LIGHT, included
AMBER_LIGHT, included
WHITE_LIGHT, included
BLINKING_LIGHT, included
LENS_FLARE, included
LIGHTNING_CONDUCTOR, included
LARA_START_POS, included
KILL_ALL_TRIGGERS, included
TRIGGER_TRIGGERER, included
SMASH_OBJECT1, - Pillars - Fluen
AI_GUARD, included
AI_AMBUSH, included
AI_PATROL1, included
AI_MODIFY, included
AI_FOLLOW, included
AI_PATROL2, included
AI_X1, included
AI_X2, included
CAMERA_TARGET, included
Waterfalls
WATERFALL1, - EssGee
WATERFALL2, - EssGee
WATERFALL3, - EssGee
Animating objects
ANIMATING1, Waterfall 4- EssGee
ANIMATING1_MIP,
ANIMATING2, Animating Torch pickup for Guide - Sponge
ANIMATING2_MIP, animating hanging vine - EssGee
ANIMATING3, Golden Buddha - Fluen

ANIMATING3_MIP, 4x2 tile animating platform - EssGee
ANIMATING4, Angkor - collapsing bridge - TR4 - retextured by EssGee
ANIMATING4_MIP, - exploded wood - use with shatter box - EssGee
ANIMATING5, Godess Statue - Bojrkraider
ANIMATING5_MIP, 3D Old wooden gate - 4-click - Fluen
ANIMATING6, Gong - TR4 - retextured by EssGee
ANIMATING6_MIP, TR2 style Gong hammer animation use with PuzzleHole4 - modified mesh and retextured by EssGee
ANIMATING7, Roll-out beaded bridge - TR4 - retextured by EssGee
ANIMATING7_MIP, Grey stone Godess statue - Bojrkraider
ANIMATING8, Shiva God Statue Pt1 - Uranos1; retextured by EssGee
ANIMATING8_MIP, Shiva God Statue Pt2 - Uranos1; retextured by EssGee
ANIMATING9, Animating lizard green - TR4
ANIMATING9_MIP, Large Gold Godess - Bojrkraider
ANIMATING10, Rotating Vortex - Trap for Wraith 3 - EssGee
ANIMATING10_MIP, <del>Animating Waiting Chopper - Sponge</del> deleted due to text info limits
ANIMATING11, Huge Godess statue Pt1 - Bojrkraider
ANIMATING11_MIP, Old Padlock - use with Key Hole2 - EssGee
ANIMATING12, Huge Godess statue Pt2 - Bojrkraider
ANIMATING12_MIP, swaying grass - EssGee
ANIMATING13, Big Face - lying at 45 degrees - TR4 - meshes sealed EssGee
ANIMATING13_MIP, Animating Push button for Guide
ANIMATING14, Big Face - upright - TR4 - meshes sealed EssGee
ANIMATING14_MIP, Naga Gem - Etux - DONE
ANIMATING15, Animating Butterfly - teme9, texture EssGee
ANIMATING15_MIP, locking device for Key Hole1
ANIMATING16, skeleton - TR4 - DONE
ANIMATING16_MIP,
Horizon
HORIZON, Done - teme9
SKY_GRAPHICS,
Puzzles:
PUZZLE_ITEM1, wooden cogs puzzle - EssGee
PUZZLE_ITEM2, Naga serpent gem puzzle - Etux
PUZZLE_ITEM3, Ying-yang puzzle - EssGee
PUZZLE_ITEM4, Gong Hammer - TR2 -retextured EssGee
PUZZLE_ITEM5, Lily Puzzle - Sponge
PUZZLE_ITEM6, Wild Beast Mosaic - Bojrkraider
PUZZLE_ITEM7, Incense-Buddha puzzle - Sponge
PUZZLE_ITEM8, Mine detonator puzzle - TR4
PUZZLE_ITEM9, Bowl - Buddha puzzle - Sponge
PUZZLE_ITEM10, Buddha - Bojrkraider
PUZZLE_ITEM11, Head Statue-Alcove Puzzle - EssGee
PUZZLE_ITEM12, Green Orb - EssGee
PUZZLE_ITEM1 COMBO1, wooden cogs puzzle - EssGee
PUZZLE_ITEM1 COMBO2, wooden cogs puzzle - EssGee
PUZZLE_ITEM3 COMBO1, Ying-yang puzzle - EssGee
PUZZLE_ITEM3 COMBO2, Ying-yang puzzle - EssGee
PUZZLE_ITEM5 COMBO1, Wild Beast Tiles - Bojrkraider
PUZZLE_ITEM5 COMBO2, Wild Beast Fragment - Bojrkraider

PUZZLE ITEM8 COMBO1, Mine detonator puzzle - TR4
PUZZLE ITEM8 COMBO2, Mine position data puzzle - TR4
PUZZLE HOLE1, wooden cogs puzzle - EssGee
PUZZLE HOLE2, Naga serpent gem puzzle - Etux
PUZZLE HOLE3, Ying-yang puzzle - EssGee
PUZZLE HOLE4, Gong - Fluen
PUZZLE HOLE5, Lily Puzzle Bowl - Sponge
PUZZLE HOLE6, Wild Beast Mosaic Puzzle- Bojrkraider
PUZZLE HOLE7, Incense-Buddha puzzle - Sponge
PUZZLE HOLE8, Not required for minefield
PUZZLE HOLE9, Bowl - Buddha puzzle - Sponge
PUZZLE HOLE10, Buddha In Shrine Puzzle - Bojrkraider
PUZZLE HOLE11, Head Statue-Alcove Puzzle - EssGee
PUZZLE HOLE12, Green Orb - Pedestal - EssGee/teme9
PUZZLE DONE1, wooden cogs puzzle - EssGee
PUZZLE DONE2, Naga serpent gem puzzle - Etux
PUZZLE DONE3, Ying-yang puzzle - EssGee
PUZZLE DONE4, Gong - Fluen
PUZZLE DONE5, Lily Puzzle Bowl - Sponge
PUZZLE DONE6, Wild Beast Mosaic Puzzle - Bojrkraider
PUZZLE DONE7, Incense-Buddha puzzle - Sponge
PUZZLE DONE8, Not required for minefield
PUZZLE DONE9,Bowl - Buddha puzzle - Sponge
PUZZLE DONE10, Buddha In Shrine Puzzle - Bojrkraider
PUZZLE DONE11,Head Statue-Alcove Puzzle - EssGee
PUZZLE DONE12, Green Orb - Pedestal - EssGee/teme9
HORUS STATUE, Thin Goddess statue - Bojrkraider
STATUE PLINTH, - Waterlily puzzle - Sponge
Keys:
KEY ITEM1, Gold key/sinking locking device use with Animating - EssGee
KEY ITEM2, Ancient key/ use with Old padlock - Animating 11 MIP - EssGee
KEY ITEM3, Khmer Key - kurtisandlara
KEY ITEM4, Ancient Shaft Key - kurtisandlara
KEY ITEM5, Big Lion Key - Bojrkraider
KEY ITEM6, Elephant Key - Bojrkraider
KEY ITEM7, Lion Tile Key - Bojrkraider
KEY ITEM8, Gajashimha Key - Bojrkraider
KEY ITEM12, Naga Key - Sponge
KEY HOLE1, Gold key/sinking locking device use with Animating - EssGee
KEY HOLE2, Ancient key/ use with Old padlock - Animating 11 MIP - EssGee
KEY HOLE3, Khmer Key - kurtisandlara
KEY HOLE4, Ancient Shaft Key - kurtisandlara
KEY HOLE5, Big Lion Key - Bojrkraider
KEY HOLE6, Elephant Key - Bojrkraider
KEY HOLE7, Lion Tile Key- Bojrkraider
KEY HOLE8, Gajashimha Key - Bojrkraider
KEY HOLE12, Naga Key Hole - Sponge
QUEST ITEM1, Wheel of the Law - EssGee
QUEST ITEM2, Bodhi Tree artefact- EssGee
QUEST ITEM3, Reliquary Tower Artefact - EssGee
Traps:
DARTS, Included
DART EMITTER, Included
HOMING DART EMITTER, Included
FALLING CEILING, Fluen

FALLING BLOCK, TR4 Angkor - Retextured by EssGee
SMASH OBJECT1, - Pillars - Fluen
SMASH OBJECT2, - Stone Shiva Statue - EssGee & Bojrkraider
SMASH OBJECT3, - Two-headed Tiger Statue - Bojrkraider
SMASHABLE BIKE WALL, Wall and tree trunk - Sponge
SMASHABLE BIKE FLOOR - dirt trench - Sponge
ROLLINGBALL, EssGee
TEETH SPIKES, EssGee
JOBY SPIKES, Bojrkraider
CHAIN, TRMovie style battering ram - original TRC Ram conversion - Bedazzled; new meshes and textures - EssGee
COG, Rotating Wooden slicer - EssGee
SPIKEBALL, Dragon Spikeball - EssGee
MINE, TR4 land mine
BIRD BLADE, Wooden spikes swinging blades - EssGee
CATWALK BLADE,Swinging monkey on blade -Trix - retextured by EssGee
MOVING BLADE, Horizontal moving Spike wall - EssGee
PLINTH BLADE, Rotating spike wall - EssGee
SETH BLADE, Slamming Wooden Spikes - EssGee
PLANT0, tombstone - Angkor TR4
PLANT1, Entrance headstone an pillars - Angkor TR4 - retextured EssGee
PLANT2, Invisible pillar collision for Plant1 -Angkor TR4
PLANT3, Chain Holes for Underwater Switch1 - EssGee
PLANT4, Window bars 4-click - EssGee
PLANT5, Vines - EssGee
PLANT6, Window bars 6-click - EssGee
PLANT7, Paired Buttress - EssGee - retextured for Khmer
PLANT8, Tapered wall column - EssGee - retextured for Khmer
PLANT9, group of rocks - EssGee
FURNITURE0, Full tile Column - EssGee
FURNITURE1, Round-cornered column - EssGee
FURNITURE2, Thin shaft column and base - EssGee
FURNITURE3, 2-click incline steps. 2-tile wide - EssGee
FURNITURE4, Sticks with skulls - TimJ-BtoBPeru; retextured for Khmer - EssGee
FURNITURE5, Torch and holder - EssGee
FURNITURE6, wooden ladder - EssGee
FURNITURE7, wall-hanging fern - teme9
FURNITURE8, flat fog - EssGee
FURNITURE9, wall vines - EssGee
ROCK0, wall scone - TR4
ROCK1, dry grass 1- EssGee & Fluen
ROCK2, Ornate pedestal for wall lever - EssGee
ROCK3, dry grass 2 - EssGee & Fluen
ROCK4, window bars -3 bar - 6-click - EssGee
ROCK5, single column bar - EssGee
ROCK6, Ledge panel with skulls - EssGee
ROCK7, Wall edge trim 1 - EssGee
ROCK8, Wall edge trim 2 - EssGee
ROCK9, Wall column decorative - EssGee
ARCHITECTURE0, overhanging tropical vine with flowers - Sponge and EssGee
ARCHITECTURE1, Broken column - Angkor TR4 - edited by EssGee
ARCHITECTURE2, ceiling hanging tropical vine with flowers - Sponge

ARCHITECTURE3, single column - Angkor TR4
ARCHITECTURE4, stone low fence part 1 - EssGee
ARCHITECTURE5, stone low fence part 2 - EssGee
ARCHITECTURE6, stone low fence part 3- corner pedestal - EssGee
ARCHITECTURE7, Stone Buddha - CD original mesh, remodelled and textured by EssGee
ARCHITECTURE8, round-topped stone plaque - EssGee
ARCHITECTURE9, Pagoda - EssGee
DEBRIS0, Decorative headstone - large - Angkor TR4 - retextured EssGee
DEBRIS1, Low fence - Angkor TR4
DEBRIS2, single column - Angkor TR4
DEBRIS3, Minefield warning sign - Sponge
DEBRIS4, Light shaft for Extra 35 &36 - EssGee
DEBRIS5, Big Angkor Face - Angkor TR4 - remeshed and retextured EssGee
DEBRIS6, Timber fencing - EssGee
DEBRIS7, Decorative statue 1- Bojrkraider
DEBRIS8, Decorative statue 2 - EssGee
DEBRIS9, Lion Statue - EssGee
SHATTER0, Timber crate - EssGee
SHATTER1, 2-click high gold lattice EssGee
SHATTER2, Wooden Barrel - EssGee
SHATTER3, Shatter Gem for Shiva god Animating 8 - Uranos1
SHATTER4, Invisible shatter - Fluen
SHATTER5, Stone Monkey Warrior - EssGee
SHATTER6,
SHATTER7,
SHATTER8,
SHATTER9, Stone Rubble - Sponge
EXTRA00, Decorative statue 3 - Bojrkraider
EXTRA01, Steps - 1 sector - EssGee
EXTRA02, Elephant trunk pedestal - EssGee
EXTRA03, 8-click Column - EssGee
EXTRA04, Decorative roof capping - EssGee
EXTRA05, Temple Rubble - EssGee
EXTRA06, Stone Lion statue - Angkor TR4
EXTRA07, Angkor tower Cap - EssGee
EXTRA08, Horizontal mossy Grass layering - EssGee
EXTRA09, Vertical mossy Grass layering - EssGee
EXTRA10, Elephant trunk - wall columns - EssGee
EXTRA11, Balustrade - EssGee
EXTRA12, Three wall ferns - teme9
EXTRA13, Tall palm 1- teme9
EXTRA14, Classic Roots 1 - teme9
EXTRA15, Tall palm 2- teme9
EXTRA16, Three ferns for ledge - teme9
EXTRA17, Ceiling Slime - unknown
EXTRA18, Classic Roots 2 - teme9
EXTRA19, White Flower water Lilies - teme9
EXTRA20, Tall green grass - teme9
EXTRA21, ceiling-hanging roots and vines - EssGee
EXTRA22, Long dark ceiling-hanging vines - EssGee
EXTRA23, Greyish long ceiling-hanging vines - EssGee



EXTRA24, Banyan Tree branch - with ferns - teme9
EXTRA25, Banyan Tree - teme9
EXTRA26, Thick Ledge roots - teme9
EXTRA27, Thick corner roots - teme9
EXTRA28, Thick roots - wall-floor-spreading - teme9
EXTRA29, Thick roots - with trunk and fungi 1- teme9
EXTRA30, Banyan Tree - branch component 1- teme9
EXTRA31, Thick roots - with trunk and fungi 2- teme9
EXTRA32, Banyan Tree - branch component 2- teme9
EXTRA33, Sapling Banyan tree 1 - teme9
EXTRA34, Sapling Banyan tree 2- teme9
EXTRA35, Beaded Angkor window -teme9
EXTRA36, Broken Beaded Angkor window -teme9
EXTRA37, Banyan canopy foliage1 - teme9
EXTRA38, Banyan canopy foliage2 - teme9
EXTRA39, Banana tree - teme9
EXTRA40, Naga Statue component 1- eTux
EXTRA41, Naga Statue component 2- eTux
EXTRA42, Purple coral - Trix
EXTRA43, Salmon coral - Trix, modified by EssGee
EXTRA44, Starfish - Trix, retextured by EssGee
EXTRA45, Spiky Anemone - Trix, retextured by EssGee
EXTRA46, Holes for Doortype1 -Sponge
EXTRA47, Bamboo - teme9
EXTRA48, Old Tree trunk - Sponge
EXTRA49, Tent - danilo, retextured by EssGee
EXTRA50, 2 Crates - Karlo002
EXTRA51, crate with laptop - Karlo002
EXTRA52, Cage - jutta
EXTRA53, Mangled Rail tracks - Sponge
EXTRA54, Pedestal - EssGee
EXTRA55, TR4 Angkor laying Vase - Retextured EssGee
EXTRA56, Long hanging vine - EssGee
EXTRA57, Angled Lightray - teme9
EXTRA58, Vertical Lightray - teme9
EXTRA59, dead coral (grey) - EssGee
EXTRA60, Orange coral - EssGee
EXTRA61, Seaweed - EssGee
EXTRA62, Waterlily (can be used with puzzle) - Sponge
EXTRA63, 4 x4 Invisible - TR4 Angkor race (can be used with Animating 11 & 12)
EXTRA64, Invisible collision for SwitchType8 - Fluen
EXTRA65, Tug-o-war statue - EssGee
EXTRA66, beaded TR4 platform - TR4 - mesh fixed by EssGee
EXTRA67, Angkor facade - EssGee
EXTRA68, Invisible collision for Extra 67 - EssGee
EXTRA69,
EXTRA70, Gaja-Simha statue - TheTiger
EXTRA71, cobweb - floor - EssGee
EXTRA72, cobweb - ceiling - EssGee
EXTRA73, Temple arch - EssGee

EXTRA74, Invisible collision for Temple arch Extra 73 - EssGee
EXTRA75, Holes for Teethspikes - EssGee
EXTRA76, Tug-o-war statue Mirrored - EssGee

#### TEXTURES (TGA)

Many textures made from original images taken on location at Angkor Wat by chronicles 5

Original textures - Horus

CG Textures - Cambodia, some Metal and Wood textures

Textures sourced from other games - GUN, Prince of Persia, Just Cause, TR Underworld

Textures created from screenshots from other games - Indiana Jones - Emperor's Tomb and TR Survivor.

Seamless texture editing - EssGee, Sponge, Bojrkraider, Horus

#### FONTS

Viner Hand Font - originally compiled by mizuno\_susei; modified by EssGee