

Back to Basics 2015 - Greece - Wad Object

Creator Credits

LARA, additional animations - ssjwolf (Ladder-MS), EssGee (water-ladder, ring-pull switch), Geckokid/Apofyse/ Magplus (ledge jump), Aya191(climb up), Piega (New lookaround), FreakRaider (TRA Climb up), Joey79100 (TR6 Underwater roll & TRL / TRA Jump), bashar (Stylish walk), Geckokid (Faster shimmey), Fluen (other updated animations), DJ Full (winged boots)
PISTOLS_ANIM,
UZI_ANIM,
SHOTGUN_ANIM,
CROSSBOW_ANIM,
GRENADE_GUN_ANIM, Zeus' Thunderbolt and puzzle - Jesus C.Croft
SIXSHOOTER_ANIM,
FLARE_ANIM,
LARA_SKIN, BtoB custom outfit - Jesus C.Croft
LARA_SKIN_JOINTS, BtoB custom outfit - Jesus C.Croft
LARA_SCREAM, BtoB custom outfit - Jesus C.Croft
LARA_CROSSBOW_LASER, Tifa Nazah; Survivor remodel EssGee
LARA_REVOLVER_LASER, modified by EssGee
LARA_HOLSTERS, Jesus C.Croft
LARA_HOLSTERS_PISTOLS, Jesus C.Croft
LARA_HOLSTERS_UZIS, Jesus C.Croft
LARA_HOLSTERS_SIXSHOOTER, Jesus C.Croft
LARA_WATER_MESH: Jesus C.Croft
CROWBAR_ANIM,
TORCH_ANIM,
HAIR, BtoB custom outfit - Jesus C.Croft
JEEP, Pegasus - Meshes: teme9, uranos and Jesus C.Croft / Textures: teme9, uranos, Jesus C.Croft; sapper - Trep patch for brake light and exhaust smoke
VEHICLE_EXTRA,
SKELETON, Dead Spartan - Jesus C.Croft
BADDY_2, Gorilla - EssGee
CROCODILE, Cat (friendly) - EssGee/Bojrkraider
HORSEMAN, Gladiator - Jesus C.Croft
SCORPION, Tityos - Jesus C.Croft
TROOPS, Pierre Dupont - Jesus C.Croft
MUTANT, Medusa - Jesus C.Croft
WILD_BOAR, goat - EssGee
HARPY, Greek mythology Harpy - Jesus C.Croft
DEMIGOD1, Minotaur - Jesus C.Croft
WRAITH1, flying soul - Jesus C.Croft
WRAITH2: Fairy, Horus / Additional retouches and re-textured: Jesus C.Croft

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BAT, Raven - EssGee
DOG, TRC Lion - EssGee
HAMMERHEAD: TR4 original
SAS, Centaur - Jesus C.Croft; (Original conversion by Michiel, sounds fixed - EssGee)
SAS_DYING, animating keyhole, use with Keyhole10 - Bojrkraider
SAS_DRAG_BLOKE, animating keyhole, use with Keyhole10 - Bojrkraider
AHMET, Cerberus - Jesus C.Croft
AHMET_MIP: mesh by Cornchild
SMALL_SCORPION, Scorpius - Jesus C.Croft /sounds EssGee
LOCUST_EMITTER: included
ENEMY_PIECE, Greek instruments (DJ Full)
SCALES: Trix
DARTS, Included
DART_EMITTER, Included
HOMING_DART_EMITTER, Included
FALLING_CEILING, Damocles sword (lathander)
FALLING_BLOCK, (Bojrkraider)
SMASHABLE_BIKE_WALL, bamboo fence (by Uzi master) - this one can break by a skeleton or a knight templar or vehicle (horse)
TRAPDOOR1, - EssGee, Trix
TRAPDOOR2, - Amethyste
TRAPDOOR3, TRA Greece sliding trapdoor - EssGee
FLOOR_TRAPDOOR1, wooden trapdoor - Fluen
CEILING_TRAPDOOR1, Fluen
CEILING_TRAPDOOR2: Fluen
ROLLINGBALL, (LarasBoyfriend)
TEETH_SPIKES, Hades Spikes (DJ Full/Jesus C.Croft)
JOBY_SPIKES, EssGee
CHAIN, Blade Chain (Jesus C.Croft)
PLOUGH, windmill blades - Bojrkraider
COG: Rotating blade trap (EssGee)
FLAME:
FLAME_EMITTER:
FLAME_EMITTER2:
FLAME_EMITTER3:
ROPE:
FIREROPE:
POLEROPE: Retexture and edit - Bojrkraider
RAISING_BLOCK1, Raising column EssGee (based on mesh by LarasBoyfriend)
RAISING_BLOCK2, EssGee

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EXPANDING_PLATFORM, EssGee
SQUISHY_BLOCK1: Rock (DJ Full)
SQUISHY_BLOCK2: Sliding Blades (EssGee)(additional animation DJ Full)
PUSHABLE_OBJECT1, Big vase (Luke)
PUSHABLE_OBJECT2, Lion pushable (Jesus C. Croft)
PUSHABLE_OBJECT3, Athena statue (Jesus C. Croft)
PUSHABLE_OBJECT4, Trojan horse - DJ Full
PUSHABLE_OBJECT5, Table - Trix/Bojrkraider (use OCB 512 to walk on it)
MINE, null nesh - EssGee
MAPPER: included
FLOOR_4BLADE, Harpy-Talons-Trap - EssGee
BIRD_BLADE, Slamming Spikes - EssGee/DJ Full/Jesus C. Croft
MOVING_BLADE, (meshes by teme9, retexture DJ Full)
PLINTH_BLADE, TR1/TRA Hammer - EssGee
LIGHTNING_CONDUCTOR, included
PUZZLE_ITEM1, Apple of the gods, meshes: teme9, uranos and Jesus C.Croft / Textures: teme9, uranos, Jesus C.Croft
PUZZLE_ITEM2, cog puzzle (TR1, remeshed/animated by Bojrkraider - the cog rotates constantly - you can antitrigger/trigger it after puzzle is done and it won't affect the triggered item/sequence/event)
PUZZLE_ITEM3, snake goddess puzzle (by Bojrkraider, meshes by Trix)
PUZZLE_ITEM4, Pitagorean puzzle (by DJ Full)
PUZZLE_ITEM5, Minotaur Head/Handle (meshes by Trix, update by Fluen)
PUZZLE_ITEM6, Minotaur eye (by Trix)
PUZZLE_ITEM7, Lyre puzzle (by Bojrkraider, LarasBoyfriend, Tr4)
PUZZLE_ITEM8, happy/sad mask puzzle (by Bojrkraider)
PUZZLE_ITEM9, Holy Image plaque (by Trix)
PUZZLE_ITEM10, Disc puzzle (by Trix)
PUZZLE_ITEM11, Amethyste puzzle (by Amethyste)
PUZZLE_ITEM12, Hade's eye (by Jesus C. Croft)
PUZZLE_ITEM1_COMBO1, Zeus puzzle parts- Ingots of ancient gold (Jesus C. Croft)
PUZZLE_ITEM1_COMBO2, Zeus puzzle parts- Ingots of ancient gold (Jesus C. Croft)
PUZZLE_ITEM2_COMBO1, Zeus puzzle parts- Ingots of ancient gold (Jesus C. Croft)
PUZZLE_ITEM2_COMBO2, Zeus puzzle parts- Ingots of ancient gold (Jesus C. Croft)
PUZZLE_ITEM4_COMBO1, Pitagorean puzzle piece (DJ Full)
PUZZLE_ITEM4_COMBO2, Pitagorean puzzle piece (DJ Full)
PUZZLE_ITEM5_COMBO1, Minotaur Head/Handle (Trix)
PUZZLE_ITEM5_COMBO2, Minotaur Head/Handle (Trix)
PUZZLE_ITEM8_COMBO1: Happy Mask (Bojrkraider)
PUZZLE_ITEM8_COMBO2: Sad Mask (Bojrkraider)
KEY_ITEM1, House key1 yellow (Karlo002)
KEY_ITEM2, House key2 blue (Karlo002)

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KEY_ITEM3, Metal key (Sponge)
KEY_ITEM4, TRA key1 (LarasBoyfriend)
KEY_ITEM5, TRA key2 (LarasBoyfriend)
KEY_ITEM6, TRA key3 (LarasBoyfriend)
KEY_ITEM7, TRA key4 (LarasBoyfriend)
KEY_ITEM8, Zeus Puzzle- 12 gold tablets (Jesus C. Croft)
KEY_ITEM9: Golden Fleece (DJ Full)
KEY_ITEM10, House key 3 (TR4)
KEY_ITEM11, Ancient Jewels (DJ Full)
PICKUP_ITEM1, Amphoras (Trix)
PICKUP_ITEM2, Bronze Seahorse (Trinity/ Bojrkraider)
PICKUP_ITEM3, Silver Seahorse (Trinity/ Bojrkraider)
PICKUP_ITEM4, Gold Seahorse (Trinity/ Bojrkraider)
PICKUP_ITEM1_COMBO1: Olives (DJ Full)
EXAMINE3, Very Ancient Scroll (DJ Full)
CROWBAR_ITEM, Perseus sword - Jesus C.Croft
BURNING TORCH_ITEM, greek torch - Jesus C.Croft
CLOCKWORK_BEETLE: Ball of Yarn - Fluen
CLOCKWORK_BEETLE_COMBO1: Ball of Yarn - Fluen
CLOCKWORK_BEETLE_COMBO2: Ball of Yarn - Fluen
QUEST_ITEM1, Pandora's box - Spongebob
QUEST_ITEM2, Amaltea's Horn (DJ Full)
QUEST_ITEM3, Honey Pot (DJ Full)
QUEST_ITEM4, Achilles Shield (DJ Full)
QUEST_ITEM5: Pandora's Box (DJ Full)
QUEST_ITEM6: Olympic Laurel (DJ Full)
PUZZLE_HOLE2, cog puzzle (updated TR1)
PUZZLE_HOLE3, snake goddess puzzle (Trix, Bojrkraider)
PUZZLE_HOLE4, Pitagorean puzzle (DJ Full)
PUZZLE_HOLE5, Minotaur Head/Handle Trix)
PUZZLE_HOLE6, Minotaur eye (Trix)
PUZZLE_HOLE7, Lyre bowl puzzle (Bojrkraider/Jesus C. Croft)
PUZZLE_HOLE8, Happy/ sad face puzzle (Bojrkraider)
PUZZLE_HOLE9, Holy Image plaque (Trix)
PUZZLE_HOLE10, Engraved Stone Disc (Trix)
PUZZLE_HOLE11, Amethyste puzzle (Amethyste)
PUZZLE_HOLE12, Hade's eye (Jesus C. Croft)
PUZZLE_DONE2, cog puzzle (updated TR1)
PUZZLE_DONE3, snake goddess puzzle (Trix, Bojrkraider)
PUZZLE_DONE4, Pitagorean puzzle (DJ Full)
PUZZLE_DONE5, Minotaur Head/Handle (Trix)

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PUZZLE_DONE6, Minotaur eye (Trix)
PUZZLE_DONE7, Lyre bowl puzzle (Bojrkraider/Jesus C. Croft)
PUZZLE_DONE8, Happy/ sad face puzzle (Bojrkraider)
PUZZLE_DONE9, Holy Image plaque (Trix)
PUZZLE_DONE10, Engraved Stone Disc (Trix)
PUZZLE_DONE11, Amethyste puzzle (Amethyste)
PUZZLE_DONE12, Hade's eye (Jesus C. Croft)
KEY_HOLE1, House key1 (Karlo002); retexture DJ Full
KEY_HOLE2, House key2 (Karlo002); retexture DJ Full
KEY_HOLE3, Metal key (Sponge)
KEY_HOLE4, TRA key1 (LarasBoyfriend)
KEY_HOLE5, TRA key2 (LarasBoyfriend)
KEY_HOLE6, TRA key3 (LarasBoyfriend)
KEY_HOLE7, TRA key4 (LarasBoyfriend)
KEY_HOLE8, Zeus Puzzle (Jesus C. Croft)
KEY_HOLE10, House key 3 (TR4)
WATERSKIN1_EMPTY: amphoras (Jesus C.Croft)
WATERSKIN1_1:amphoras (Jesus C.Croft)
WATERSKIN1_2:amphoras (Jesus C.Croft)
WATERSKIN1_3:amphoras (Jesus C.Croft)
WATERSKIN2_EMPTY:amphoras (Jesus C.Croft)
WATERSKIN2_1:amphoras (Jesus C.Croft)
WATERSKIN2_2:amphoras (Jesus C.Croft)
WATERSKIN2_3:amphoras (Jesus C.Croft)
WATERSKIN2_4:amphoras (Jesus C.Croft)
WATERSKIN2_5:amphoras (Jesus C.Croft)
SWITCH_TYPE1, wall switch (Jesus C. Croft)
SWITCH_TYPE2, Medusa push button (Bojrkraider)
SWITCH_TYPE3, Reach in hole (Bojrkraider, pedestal mesh and textures by Jesus C. Croft)
SWITCH_TYPE4, Lion switch (Jesus C. Croft)
SWITCH_TYPE5, Pull switch (Jesus C. Croft/EssGee)
SWITCH_TYPE7, Bell switch (Amethyste)
SWITCH_TYPE8, Shootable cross (Fluen)
UNDERWATER_SWITCH1, UW switch (Luke)
UNDERWATER_SWITCH2, Fluen/ Bojrkraider
LEVER_SWITCH, Fluen/ Jesus C.Croft
JUMP_SWITCH, Fluen/Jesus C.Croft
CROWBAR_SWITCH, Fluen/Jesus C.Croft
DOOR_TYPE1, Big wooden round-top door (by Trix, retextured by Bojrkraider, lion mesh and textures by Jesus C. Croft)
DOOR_TYPE2, Gates of Hades 1 - Jesus C.Croft (candles by maax87)
DOOR_TYPE3, Gates of Hades 2 - Jesus C.Croft (candles by maax87)
DOOR_TYPE4, Gold Rivet Door - Jesus C.Croft

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DOOR TYPE5, Ornate Gold Gate - Jesus C.Croft
DOOR TYPE6, Old Rivet Door - Jesus C.Croft
DOOR TYPE7, Grey Metal Door - Jesus C.Croft
DOOR TYPE8, 3D Metal Gate - EssGee
PUSHPULL DOOR1, Wooden Frame door - Bojrkraider
PUSHPULL DOOR2, Blue door - Bojrkraider
KICK DOOR1, Old wooden door - Bojrkraider
KICK DOOR2, - kickable wall - Bojrkraider
UNDERWATER DOOR, 3D Metal Gate - EssGee/Bojrkraider
DOUBLE DOORS, Grey Metal Doors - Jesus C. Croft and Bojrkraider
BRIDGE FLAT, Wood - Fluen
BRIDGE TILT1, Wood - Fluen
BRIDGE TILT2, Wood - Fluen
SARCOPHAGUS, Reclining Athena Statue - Jesus C.Croft
SEQUENCE DOOR1: (Fluen)
SEQUENCE SWITCH1: (Fluen)
SEQUENCE SWITCH2: (Fluen)
SEQUENCE SWITCH3: (Fluen)
HORUS STATUE, Fish fountain statue (Level NextGen)
PISTOLS ITEM, - Jesus C.Croft
PISTOLS AMMO ITEM, Jesus C.Croft
UZI ITEM, Uzis - Po Yu
UZI AMMO ITEM, Uzis - Po Yu
SHOTGUN ITEM, - Trangel
SHOTGUN AMMO1 ITEM, - Meshes: Core Design; retexture: Jesus C.Croft
SHOTGUN AMMO2 ITEM, - Meshes: Core Design; retexture: Jesus C.Croft
CROSSBOW_ITEM, Bow and arrow from BtoB 2013- Tifa Nazah; Survivor remodel EssGee/Jesus C.Croft
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, Zeus' Thunderbolt -Jesus C.Croft
GRENADE GUN AMMO1 ITEM, Zeus' Thunderbolt -Jesus C.Croft
GRENADE GUN AMMO2 ITEM, Zeus' Thunderbolt -Jesus C.Croft
GRENADE GUN AMMO3 ITEM, Zeus' Thunderbolt -Jesus C.Croft
GRENADE, Zeus' Thunderbolt -Jesus C.Croft
SIXSHOOTER ITEM, - Valve, Horus-Goddess and THOR
SIXSHOOTER AMMO ITEM, - Jesus C.Croft
BIGMEDI ITEM, Ambrosia - Jesus C.Croft
SMALLMEDI ITEM, Loux' Orange Juice - Jesus C.Croft
LASERSIGHT ITEM, BTB2014
BINOCULARS ITEM, Spyglass - Jesus C.Croft
FLARE ITEM, - Jesus C.Croft
FLARE INV ITEM, - Jesus C.Croft
COMPASS ITEM, - Jesus C.Croft
MEMCARD LOAD INV ITEM, - Jesus C.Croft
MEMCARD SAVE INV ITEM, - Jesus C.Croft
SMOKE EMITTER WHITE, included
SMOKE EMITTER BLACK: included
STEAM EMITTER, included

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EARTHQUAKE, included
BUBBLES - Jesus C.Croft
WATERFALLMIST, included
GUNSHELL, - Jesus C.Croft
SHOTGUNSHELL, Meshes: Core Design; retextured by Jesus C.Croft
GUN FLASH, - Jesus C.Croft
RED LIGHT, included
GREEN LIGHT, included
BLUE LIGHT, included
AMBER LIGHT, included
WHITE LIGHT, included
BLINKING LIGHT, included
LENS FLARE, included
AI GUARD, included
AI AMBUSH, included
AI PATROL1, included
AI MODIFY, included
AI FOLLOW, included
AI PATROL2, included
AI X1, included
AI X2, included
LARA START POS, included
KILL ALL TRIGGERS, included
TRIGGER TRIGGERER, included
MESHSWAP2: Gorilla - EssGee
DEATH SLIDE, Flying boots (DJ Full)
CAMERA TARGET, included
WATERFALL1, (LarasBoyfriend)
WATERFALL2, (WhiteTiger/remeshed by Bojrkraider)
WATERFALL3, (Trix)
PLANET EFFECT:
ANIMATING1, Animated trees - (Bojrkraider, textures by Teme9)
ANIMATING1_MIP, Animated trees, low resolution - (Bojrkraider, textures by Teme9) (use in the script: AnimatingMIP= 1,2 ; 2 means 8 blocks in the editor as it multiplies by 4, example: 1-4, 2-8, 3-12... etc)
ANIMATING2, moving UW plants - TR3, grass textures by Teme9, Beadlet anemone by Bojrkraider)
ANIMATING2 MIP, Alcove (by Trix)
ANIMATING3, mist for Zeus puzzle (Jesus C. Croft)
ANIMATING3 MIP, Malakas trireme (DJ Full) Base mesh (EssGee)
ANIMATING4, Poseidon statue2 (Jesus C. Croft)
ANIMATING4 MIP, Atlas statue - (Bojrkraider, meshes/textures by Jesus C. Croft))
ANIMATING5, Poseidon statue1 (Jesus C. Croft)
ANIMATING5 MIP, 3D Metal Lattice Gate - (EssGee)
ANIMATING6, cog puzzle animation 2 (TR1 updated by Bojrkraider)
ANIMATING6 MIP, cog puzzle animation 3 (TR1 updated by Bojrkraider)
ANIMATING7, cog puzzle animation 3 (TR1 updated by Bojrkraider)
ANIMATING7 MIP, Animated Bee (EssGee/mesh textures by Tifa Nazah)
ANIMATING8, moving boat (Trix)
ANIMATING8 MIP, Zeus statue (Jesus C. Croft); Brown texture by Uranos1 and EssGee
ANIMATING9, sequence switch frame (Fluen)

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ANIMATING9_MIP, Zeus hands for Zeus offering puzzle (Jesus C. Croft); Brown texture by Uranos1 and EssGee
ANIMATING10, animated woman (A_De, retextured/remeshed by Bojrkraider, face by Jesus C. Croft)
ANIMATING10_MIP, animated man (from Clara's menchen pack, retextured/remeshed by Bojrkraider, original head by White Tiger)
ANIMATING11, Greek portal (set) (Trix/remeshed by Bojrkraider)
ANIMATING11 MIP, TR1 Style slidelock - EssGee
ANIMATING12, Athena statue (Jesus C.Croft)
ANIMATING12 MIP,
ANIMATING13, Moving Light Shaft 1 - (Jesus C.Croft)
ANIMATING13 MIP, Moving Light Shaft 2 - (Jesus C.Croft)
ANIMATING14, stuff on the table (DJ Full)
ANIMATING14 MIP, Greek portal (set) (Trix/remeshed by Bojrkraider)
ANIMATING15, Greek portal (set) (Trix/remeshed by Bojrkraider)
ANIMATING15 MIP, Greek portal (set) (Trix/remeshed by Bojrkraider)
ANIMATING16, Greek theatre (Trix)
ANIMATING16 MIP, trapdoor opening (by EssGee) use with TRAPDOOR3
HORIZON: 1 - uzuki_frenzist - modified by EssGee, 2 - EssGee, 3 - Trix, 3 - Trix, 4 - EssGee, 5 - EssGee, 6 - teme9, 7 - EssGee, 8 - EssGee
BINOCULAR GRAPHICS: Meshes: Core Design and Jesus C.Croft / Textures: Core Design
TARGET GRAPHICS: Core Design
DEFAULT SPRITES:
SKY GRAPHICS,
PLANT0, grass (by Teme9, redesigned by EssGee)
PLANT1, flower bed (by Bojrkraider, textures by Teme9 and Dino)
PLANT2, yellow flowers (by Luke, redesigned by EssGee)
PLANT3, cypress (by Bojrkraider)
PLANT4, Ivy growing around pillar (by Trix, retextured by Bojrkraider)
PLANT5, grapes (by Bojrkraider)
PLANT6, vine plant1 (by Horus, redesigned by Bojrkraider)
PLANT7, vine plant2 (by Horus)
PLANT8, palmtree (by Dino, wood texture by Teme9)
PLANT9, park tree (by Trinity, redesigned by Bojrkraider)
FURNITURE0, chair1 (by Trix)
FURNITURE1, bed (by Trix)
FURNITURE2, table1 (by Trix, retextured by DJ Full)
FURNITURE3, wardrobe (lego style) (by Bojrkraider, original mesh by Ligufaca)
FURNITURE4, chair2 (by Ligufaca, retextured by Bojrkraider)
FURNITURE5, table2 (by Ligufaca, retextured by Bojrkraider, some textures by Dino and Teme9)
FURNITURE6, bench (by Horus, retextured by Bojrkraider and DJFull, some textures by White Tiger)
FURNITURE7, bench2 (by Horus, retextured by Bojrkraider and DJFull, some textures by White Tiger)
FURNITURE8, table3 (by Horus, retextured by Bojrkraider and DJFull, some textures by White Tiger)
FURNITURE9, low/high pedestal (by Bojrkraider, some meshes and textures by Ligufaca, Teme9, Jesus C. Croft, Trix)
ROCK0, door frame1 add collision ROCK2 (by Trix)
ROCK1, door frame2 add collision ROCK2 (TR4, retextured by Bojrkraider)
ROCK2, door frame collision for ROCK1 and ROCK2 may be used also for ROCK4(TR4)

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ROCK3, door decoration (by A De, retextured by Bojrkraider)
ROCK4, vine construction1 could add collision ROCK2 (by Trix)
ROCK5, balcony (by Trix)
ROCK6, roof (by Trix)
ROCK7, vine construction2 may be used with bridge 1 + dummy trigger (by Trix)
ROCK8, window shutters1 (by Horus) modified by EssGee
ROCK9, window shutters2 (by Horus) modified by EssGee
ARCHITECTURE0, Balcony (Bojrkraider, some textures by Luke, Horus, Jesus C. Croft, Trix)
ARCHITECTURE1, ceiling ornament1 (by Trix)
ARCHITECTURE2, ceiling ornament2 (by Trix)
ARCHITECTURE3, wall halfpillar (by Trix)
ARCHITECTURE4, old church1 (by Trix)
ARCHITECTURE5, old church2 (by Trix)
ARCHITECTURE6, old church3 (by Trix)
ARCHITECTURE7, window frame (by Trix)
ARCHITECTURE8, modern church1 (by Jliboy, Mugs and Bojrkraider)
ARCHITECTURE9, modern church2 (by Bojrkraider, some textures by Trix)
DEBRIS0, modern church2 (by Bojrkraider)
DEBRIS1, Rocks1 (by Teme9)
DEBRIS2, Rocks2 (by Bojrkraider)
DEBRIS3, climbable ivy (by Bojrkraider)
DEBRIS4, Bronze Pot Holder for Shatter 4 (by Trix, modified by EssGee)
DEBRIS5, potted flowers (by Bojrkraider, some meshes and textures by Luke and Teme9)
DEBRIS6, switch frame to be used with SWITCH1 (by Jesus C. Croft)
DEBRIS7, column7 doric (by Jesus C. Croft)
DEBRIS8, pottery1 from the bottom of the sea (by Bojrkraider, meshes by Trix)
DEBRIS9,
SHATTER0, amphoras1 (by Trix)
SHATTER1, amphoras2 (by Luke, Retextured by EssGee)
SHATTER2, pottery2 3 ornamented vases (by Luke)
SHATTER3, pottery3 3 ornamented vases (by Luke)
SHATTER4, vase2 (by Luke)
SHATTER5, vase3 (by Luke)
SHATTER6, wooden box (by Fluen, mesh by Trinity)
SHATTER7, barrel piece to be used with EXTRA79 (by Trix)
SHATTER8, bee hive, can be used with locusts object (by Tifa Nazah, remodel/retexture by EssGee)
SHATTER9, vase1 (by Trix)
EXTRA00, SHATTER glasses and vine (by Horus)
EXTRA01, SHATTER window, window frame (by EssGee)
EXTRA02, column8 doric (by Jesus C. Croft)
EXTRA03, column9 doric (by Jesus C. Croft)
EXTRA04, column10 ionic (by Jesus C. Croft)
EXTRA05, column11 chorintian (by Jesus C. Croft)
EXTRA06, column12 2x ionic add collision in EXTRA07 (by Jesus C. Croft)
EXTRA07, invisible collision for Extra06 columns (by Jesus C. Croft)
EXTRA08, broken column1 (by Bojrkraider, original meshes by Jesus C. Croft)
EXTRA09, broken column2 (by Bojrkraider, original meshes by Jesus C. Croft)
EXTRA10, column1 Knossos (by Jesus C. Croft)
EXTRA11, column2 Knossos (by Jesus C. Croft)
EXTRA12, column3 Knossos (by Trix)

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EXTRA13, column4 Knossos (by Trix)
EXTRA14, column5 Knossos chorintian (by Trix and Jesus C. Croft)
EXTRA15, arch (by Trix)
EXTRA16, triumph (by Trix)
EXTRA17, door frame3 (by Horus)
EXTRA18, fence1 (by Horus)
EXTRA19, fence2 (by Horus)
EXTRA20, fence3 (by Horus)
EXTRA21, fence4 (by Horus)
EXTRA22, balustrade1 (by Bojrkraider, ivy texture by Teme9)
EXTRA23, balustrade2 (by Bojrkraider, ivy texture by Teme9)
EXTRA24, fountain1 (by White Tiger, redesigned by Bojrkraider)
EXTRA25, fountain2 (by Trix)
EXTRA26, underwater plants1 (by Bojrkraider, meshes/textures by Teme9)
EXTRA27, underwater plants2 + boxes (by Teme9)
EXTRA28, sea urchin (by DJ Full)
EXTRA29, underwater plants3 (by Bojrkraider, some textures by The Tiger)
EXTRA30, underwater plants4 (by Bojrkraider, textures and some meshes by The Tiger)
EXTRA31, starfish (by Dino and The Tiger)
EXTRA32, coral rock1 (by Bojrkraider, some meshes and textures by The Tiger)
EXTRA33, coral rock2 (by Bojrkraider, some meshes and textures by The Tiger)
EXTRA34, underwater plants5 (by Bojrkraider, meshes and textures by The Tiger)
EXTRA35, bag of potatoes (by DJ Full)
EXTRA36, box of apples (by DJ Full)
EXTRA37, fruit bag (by Trinity)
EXTRA38, cart (by Trinity, retextured by DJ Full)
EXTRA39, stall (by White Tiger)
EXTRA40, beach chair (by Trinity, retextured by Bojrkraider and DJ Full; mesh mod EssGee)
EXTRA41, hanging lifesaver (by Trinity)
EXTRA42, cafe table (by Trinity, retextured by Bojrkraider and DJ Full)
EXTRA43, wooden boxes (by Trinity, retextured by Bojrkraider)
EXTRA44, Bougainvillea1 (by Dino)
EXTRA45, Bougainvillea2 (by Dino)
EXTRA46, Bougainvillea3 (by Dino)
EXTRA47, flower bush (by Bojrkraider, branch textures by Teme9)
EXTRA48, flower tree (by Bojrkraider, original meshes by Teme9)
EXTRA49, tree (by Bojrkraider, branch textures by Teme9)
EXTRA50, wild tree (by Level NextGen)
EXTRA51, portal (set) (by Jesus C. Croft)
EXTRA52, invisible collision for Extra51 (set) (by Jesus C. Croft)
EXTRA53, wall1 (set) (by Jesus C. Croft)
EXTRA54, wall2 (set) (by Jesus C. Croft)
EXTRA55, roof (set) (by Jesus C. Croft)
EXTRA56, wall3 (set) (by Jesus C. Croft)
EXTRA57, ceiling (set) (by Jesus C. Croft)
EXTRA58, lion heads ornament (set) (by Jesus C. Croft)
EXTRA59, column1 (set) (by Jesus C. Croft)
EXTRA60, arch (set) (by Jesus C. Croft)
EXTRA61, column2 (set) (by Jesus C. Croft)
EXTRA62, ending pillars (set) (by Bojrkraider, textures by Jesus C. Croft)
EXTRA63, broken stone vase (by Bojrkraider)

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EXTRA64, broken doric column (by Bojrkraider, original meshes and textures by Jesus C. Croft)
EXTRA65, broken pottery (by Bojrkraider, textures by Luke and Trix)
EXTRA66, big column (set) (by LarasBoyfriend) special setup -edit object
EXTRA67, big column (set) (by LarasBoyfriend) special setup -edit object
EXTRA68, big column (set) (by LarasBoyfriend) special setup -edit object
EXTRA69, big column (set) (by LarasBoyfriend)
EXTRA70, wall recess (by Jesus C. Croft) use with push switch
EXTRA71, wall tile with lion's head (by Jesus C. Croft) use with pullring switch
EXTRA72, stone vase (by Bojrkraider, plant texture by Teme9)
EXTRA73, pedestal (by Bojrkraider)
EXTRA74, statue (by Jesus C. Croft)
EXTRA75, Arched Column (by Amethyste)
EXTRA76, Demeter's arc (by Jesus C. Croft)
EXTRA77, Windmill tower (by Bojrkraider, some textures by Trix, added meshes EssGee)
EXTRA78, Working table (by DJ Full)
EXTRA79, barrel, can be used with SHATTER7 and WATERFALL3 (by Trix)
EXTRA80, Stairs 1 (by Jesus C. Croft)
EXTRA81, Stairs 2 (by Jesus C. Croft)
EXTRA82, candle holder (by Teme9)
EXTRA83, church table (by Teme9, remodelled by Bojrkraider and DJ Full)
EXTRA84, wall ivy (by Teme9, remodelled by Bojrkraider)
EXTRA85, hanging ivy (by Teme9)
EXTRA86, climbable ceiling 1 (by Fluen, remeshed by Bojrkraider, textures by Teme9)
EXTRA87, climbable ceiling 2 (by Fluen, remeshed by Bojrkraider, textures by Teme9)
EXTRA88, climbable ceiling 3 (by Fluen, remeshed by Bojrkraider, textures by Teme9)
EXTRA89, sequence door hint 1 (by Fluen)
EXTRA90, sequence door hint 2 (by Fluen)
EXTRA91, sequence door hint 3 (by Fluen)
EXTRA92, Sarcophagus box (by Jesus C. Croft)
EXTRA93, invisible collision for switch 8 (Bojrkraider)
EXTRA94, holders for metal planks (by EssGee, TR1) use with ANIMATING11 MIP
EXTRA95, wall lamp (by Bojrkraider)
EXTRA96, street lamp (by Bojrkraider)
EXTRA97, lamp shine at night (by SeiferZero)
EXTRA98, wall torch (by Teme9)
EXTRA99, Greek sign (by DJ Full)

Additional object textures: Tomb Raider Anniversary, Tomb Raider Underworld, Google Images; teme9, Uranos, Cryengine, Crysis 2, Legendary, maax87, CG Textures,

Texture Pack Credits

Guardian of Light Textures by Roli

Eden Textures by Nadine (tinulin.de)

TR Underworld Textures by Roli (Mediterranean)

Mediterranean textures by Nadine (tinulin.de, TRForge Advent Cal. 2011)

Syrian Caves textures by Munin Raven

BTS Atlantis textures by EssGee

BTB 2010 Venice textures by Nadine (tinulin.de)

TR4 Gold Fading Light by Cowboy (Bermuda)

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Creator Credits

TR Anniversary (Greece) by Jesus C. Croft
Original Wall Mural Textures by Jesus C.Croft
free Greece texture pics via the internet

Font: Lithos Pro - DJ Full