



## BACK TO BASICS 2015 - GREECE

Special Instructions for the wad objects

## Special instructions for Back to Basics 2015 Greece wad

By EssGee, Bojrkraider, Jesus C.Croft, Fluen, DJ Full, Mugs, Dino, Amethyste and MichaelP

### - ZEUS' THUNDERBOLT tutorial - by Jesus C.Croft

This tutorial explains how to get Zeus' Thunderbolt weapon in two ways: "Easy way" and "Zeus' offering way".

#### \* NOTES TO HAVE IN MIND:

- The "Zeus' offering way" involves the LIGHTNING CONDUCTOR item. You can't create rooms near or below the room which contains this item. Or the damage impact can be translated into said rooms as well. So plan it carefully. Activate it only when you're about to enter the room with this setting. It will be deactivated once you get the weapon.

- The objects are designed to follow the tutorial as it is. You can try different settings or avoid using certain objects, but they might not work the way you want if you don't follow the steps.

#### HOW TO GET ZEUS' THUNDERBOLT IN THE "EASY WAY":

1. Build and texture the room you fancy.
2. Place some DEBRIS 2 and EXTRA 65 on one floor square.
3. Place the GRENADE GUN ITEM on the same floor.
4. As you can notice, part of this object is buried in the ground, so rotate DEBRIS 2 (if needed) until the "big" stone in the middle of this object covers the GRENADE GUN ITEM.

5. Lara will retrieve the weapon from the stone (alas King Arthur with Excalibur). Don't forget to place some ammo!



#### HOW TO GET ZEUS' THUNDERBOLT IN THE "Zeus' offering way":

1. The point of this set up is to gather some "Ingots of Ancient Gold", so that you can offer them to Zeus to disable his mighty lightning (LIGHTNING CONDUCTOR) that prevents player from retrieving the "Zeus' Thunderbolt" weapon.
2. Place one PUZZLE ITEM 1 COMBO 1, one PUZZLE ITEM 1 COMBO 2 and one PUZZLE ITEM 2 COMBO 2 through the map of your level.
3. These ingots of gold have to be combined so that you can end up with 12 bars of gold in total. Combine one PUZZLE ITEM1 COMBO 1 (3 ingots of

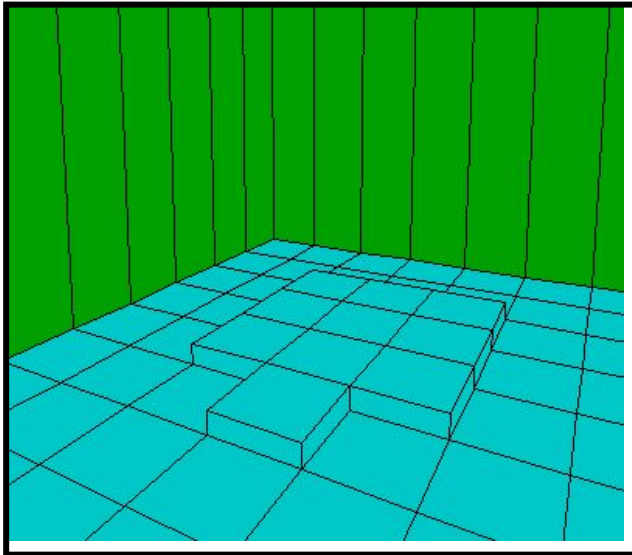
gold) with one PUZZLE ITEM 1 COMBO 2 (3 ingots of gold). You'll get 6 ingots of gold as a PUZZLE ITEM 2 COMBO 1.

4. Combine this 6 ingots of gold with PUZZLE ITEM 2 COMBO 2 (6 ingots of gold) and you'll get your 12 ingots of gold (KEY ITEM 8). Now we have to create the rooms for the rest of the puzzle.

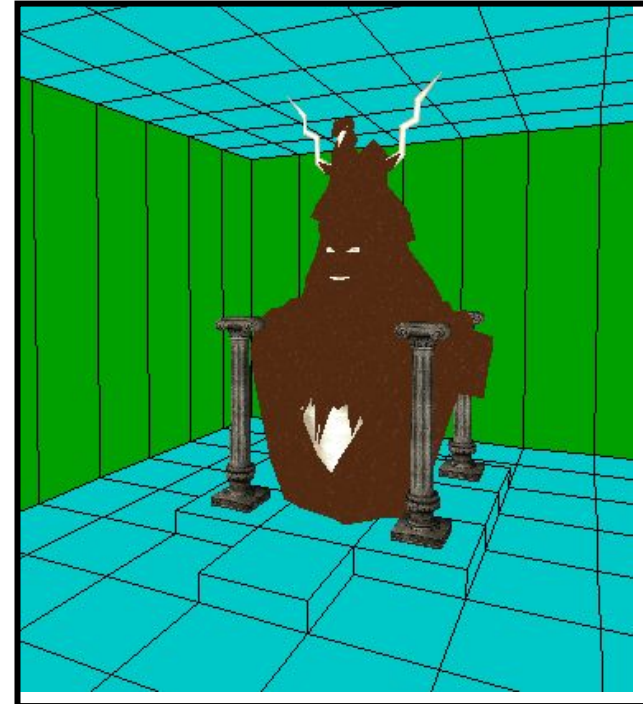
5. A statue of Zeus (ANIMATING 8\_MIP) is included. You can place all the following items in the same room, but I suggest making two rooms: 1 where we will place the offering (12 ingots of gold) and 1 where we will get the Zeus' Thunderbolt weapon. If not, you might get some lagging.

6. Zeus' offering room will be called from now on as ROOM A. Zeus' Thunderbolt room will be called from now on as ROOM B.

7. For ROOM A, create the room of any size you want, texture and decorate it as you wish, but you have to raise some blocks as in the image below:

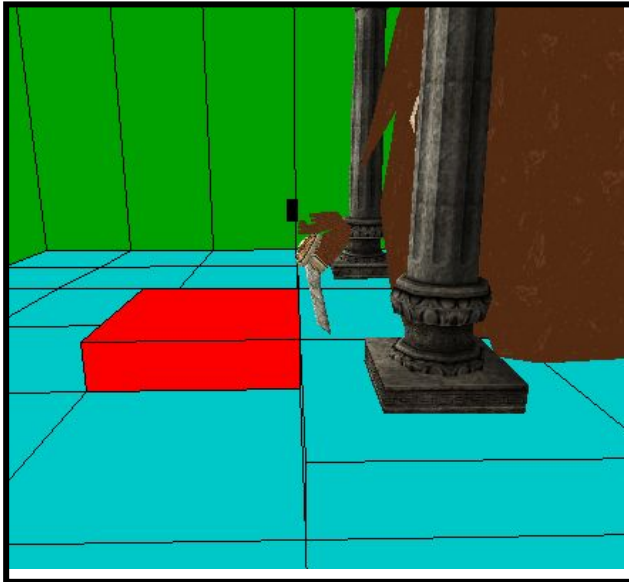


8. In the middle one, we'll place ANIMATING 11. And place some columns of your choice at the corners of these blocks to create a full collision area. Have a look at the following picture:



Place any grey square you might need in the created platform to avoid unwanted enemies to get in middle of the construction.

9. You have to place KEY HOLE 8 (transparent object) and ANIMATING 9 MIP on the same square (marked in red). Rotate both until they're right in front of Zeus' statue. Have a look at the image below:

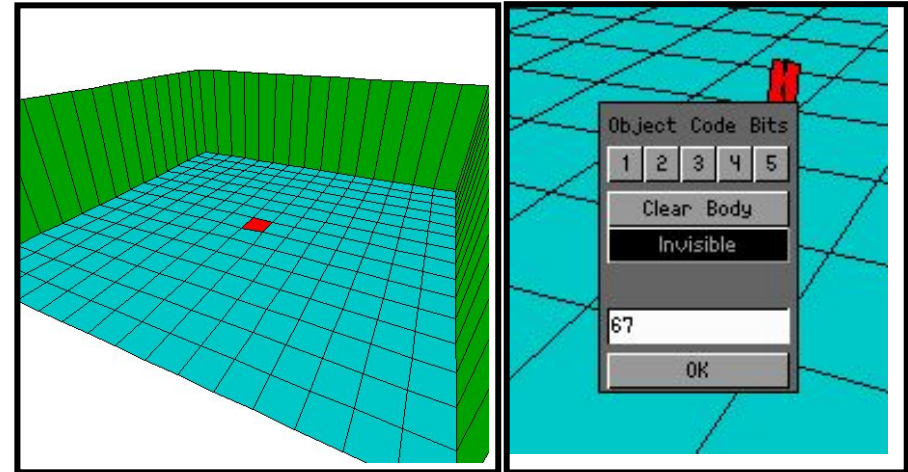


10. Now we'll get into ROOM B. This room has to be set as outside, the sky has to be seen because we're going to use ANIMATING 3 (which is like a tornado).

11. It's preferred to make some rooms and connect them to form ROOM B. The room which should contain the ANIMATING 3 has to be at least 5 x 5 in size (height should be high, 20 clicks more or less). ANIMATING 3 is very wide in it's highest part, so you might want to make this room bigger, in case some parts of this object may disappear between room portals.

The room in the example is 15 x 15 in size and 20 clicks high.

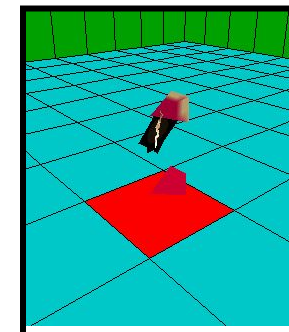
12. Locate the square at the very centre of the room. Place the GRENADE GUN ITEM and raise it 6 clicks. Bring the OCB. Click "Invisible". Enter 67 in the white field (3 for Lara's animation and 64 to activate a Pick up trigger). Hit ENTER button on your keyboard. Click OK.



13. On the same square, place one FLAME EMITTER 3. Raise it 6 clicks. Bring the OCB. Press all 5 buttons if you want or place one trigger somewhere in the map, where Lara has to get through. Write 1 in the white field (so a lightning effect will be created). Hit ENTER button on your keyboard. Click OK.

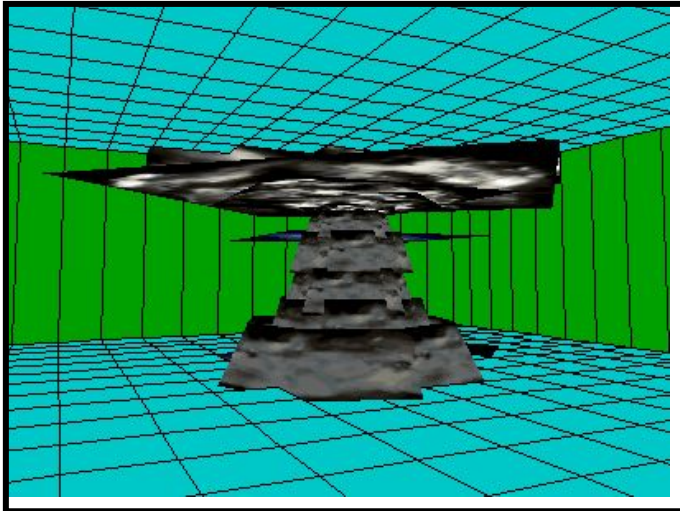
14. On the same square, place one LIGHTNING CONDUCTOR. Place one trigger somewhere in the map, where Lara has to get through and near this room. Write 1 in the white field (so the damage will be mortal). Hit ENTER button in your key board. Click OK.

So far:





15. On the same square, place ANIMATING 3. Bring the OCB. Press all 5 buttons if you want or place one trigger somewhere in the map, where Lara has to get through. Write 2 in the white field (so it disappears once the pick up trigger is activated). Hit ENTER button in your key board. Click OK.



It's enough like this to continue. But you can add more effects like an ANIMATING 13 MIP or a fog bulb with a white or a greyish tint. But have in mind that you would have to deactivate these once the puzzle it's solved.

16. Now it's time place triggers! The story is: Lara offers the 12 bars of gold to Zeus. The weapon is unlocked and the LIGHTNING CONDUCTOR disappears. Lara retrieves the GRENADE GUN and the ANIMATING 3 and the FLAME EMITTER 3 disappears too, because you have taken this mighty prize from the Olympus.

17. Go to ROOM A. Place a normal trigger for the GRENADE GUN ITEM and the LIGHTNING CONDUCTOR and one key trigger for KEY HOLE 8 on the same square you placed the KEY HOLE 8 item. This way, the weapon appears in the middle of ANIMATING 3 and the lightning effect goes away once Lara has offered that gold at the KEY HOLE 8.

18. Go to ROOM B. Place a normal trigger for ANIMATING 3 and a pickup trigger for the GRENADE GUN ITEM. This way, this tornado will disappear once you get the weapon.

And that's it! Don't forget to place some ammo!

### The sequence\_switches-setup – the way Core did it For BtB2015 - by Fluen

In *Underneath The Sphinx* from TR4 Lara encounters a puzzle with three buttons and six doors.

Four of the doors lead to a puzzle item, the fifth leads to the receptables for the puzzle items and pictures of the code combinations for the relevant four doors, and the sixth door leads to lots of traps.

The order in which Lara uses the three buttons, determines which door is opened.

At first Lara can open only two doors. One combination opens the door to the receptables and the five remaining combinations open the door to the traps. The latter door is the “punishment door”.

Once Lara has used the single correct combination and has seen the pictures for the four doors leading to puzzle items, the buttons change behaviour. The four “new” combinations will open one of the four doors and the fifth will open the punishment door.

When Lara has opened a door and passes it, it closes after her and must be opened again. So in the area, each of the doors give access to, she has two objectives: to find the required object or picture and to find the switch, that opens the door.

The door to the receptables stays open, after Lara has used the combination of buttons, that activates it, and if she uses the combination for it again, the buttons will reset immediately.

The four other doors will close, when Lara ventures beyond them, but will stay open once Lara has found the switch that re-opens each door. Only the punishment door closes and must be opened over and over again.

You'll need the following objects:

SEQUENCE\_SWITCH1 SEQUENCE\_SWITCH2 SEQUENCE\_SWITCH3



SEQUENCE\_DOOR1



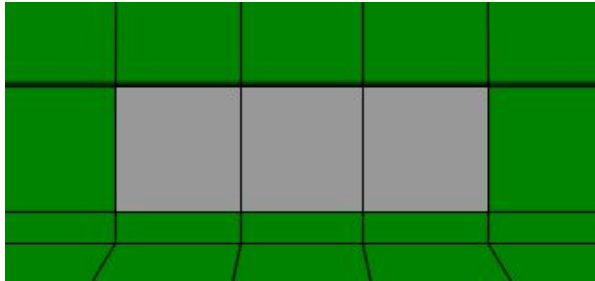
ANIMATING16\_MIP

It's a frame for the SEQUENCE\_SWITCHES.



### Setup:

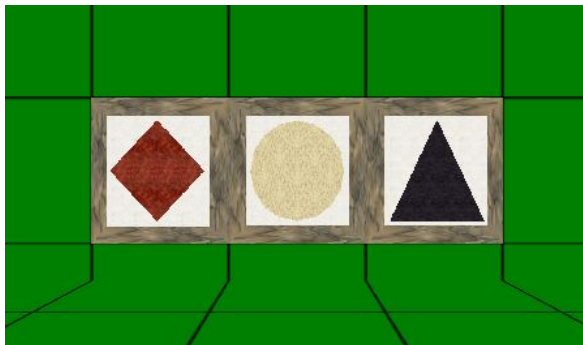
1. Make sure the wall behind the switches is invisible in a section from 1 click above the floor to 5 clicks above the floor as shown below:



2a. Place three SEQUENCE\_SWITCHES in your level and raise them two clicks to make them fit Lara's push-button-animation.

If you don't want to, you don't need to use all of them. All that is required, is, that you use three switches in your setup. There's no conditions on, what switch(-es) you use or how many of each.

2b. Give the three SEQUENCE\_SWITCHES the OCB-codes 0, 1 and 2.



You must use all three code-numbers. You are perfectly free to choose what switch should have what OCB-code.

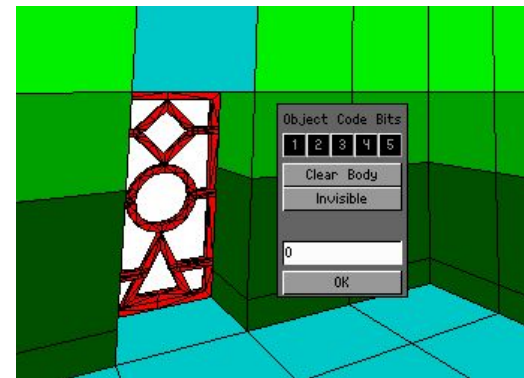
For future reference I have given the three OCB-codes for the switches their own colour for simplicity (0, 1, 2)

This is all you need to do about the switches. They don't need triggers of any kind.

3. Place three ANIMATING16\_MIP's and raise them two clicks to fit the switches.

4. Place the six SEQUENCE\_DOOR1's in your level. You must use six doors to make this setup work. Else the level will crash.

4a. Press all codebits for each door on (black), so each door is active at all time. They don't actually open, until the SEQUENCE\_SWITCHES are operated.



4b. Give the six doors the OCB-codes 0-5. All six OCB-codes must be used. The punishment-door must have OCB = 2 and the first correct door must have OCB = 0

Until Lara has opened the first correct door the results of the different switch-combinations look like this:

Combination of switches with OCB-codes	Door with OCB-code
0 – 1 – 2	0
0 – 2 – 1	2
1 – 0 – 2	
1 – 2 – 0	
2 – 0 – 1	
2 – 1 – 0	

5. Behind each of the SEQUENCE\_DOOR1's with OCB = 1-5 place a trigger for the door in question and press the "one shot"-button in the trigger window.

Because each door has been active from the beginning of the level, this trigger works as an anti-trigger and closes the door. This is necessary to make the SEQUENCE\_SWITCHES reset.

6a. Place a second trigger for each of the SEQUENCE\_DOOR1's with OCB = 1-5 in the area behind the door in question.

6b. Decide for yourself, how Lara must activate this trigger (switch or otherwise), and place the relevant objects and triggers.

6c. Press the "one shot"-button in the trigger window of whatever object, that activates the triggers for the doors with OCB = 1, 3, 4 and 5. The punishment-door with OCB = 2 must be able to open more than once.

As you have noticed, the SEQUENCE\_DOOR1 with OCB = 0 (the first correct door) doesn't have any triggers. It doesn't need to close, because when the combination for this particular door is used, the SEQUENCE\_SWITCHES reset immediately.

When the first correct door has been opened, the results of the different switch-combinations change to this:

Combination of switches with OCB-codes	Door with OCB-code
0 – 1 – 2	0
0 – 2 – 1	1
1 – 0 – 2	2
1 – 2 – 0	3
2 – 0 – 1	4
2 – 1 – 0	5

When Lara has used the switch-combination for one of the four "new" SEQUENCE\_DOOR1's, has had the door close behind her and later has re-opened it, the relevant switch-combination will reset immediately, if she uses it again.

*Along with this tutorial comes a small demonstration project. A miniature set of very simple textures is included. You can use any WAD for this project, as long as it contains SEQUENCE\_DOOR1, SEQUENCE\_SWITCH1, SEQUENCE\_SWITCH2, SEQUENCE\_SWITCH3, SWITCH\_TYPE1 and ANIMATING16\_MIP.*



---

**Alternative setup from Levelbase Advent Calendar 2007 – Ice Cave by Eva**

In this alternative version Lara is only able to access the first correct door (OCB = 0) and the punishment door (OCB = 2). The other four doors are placed in an inaccessible room and have no influence on the gameplay. But they must still be present in the level and have their relevant OCB-codes, or the level will crash.

The alternative version gives Lara an “emergency exit” from behind the punishment door rather than having Lara open the door again.

As a result the SEQUENCE\_SWITCHES will reset, every time Lara tries an incorrect combination, and it simply becomes a matter of trial and error to find the combination for the first and (in this version) only correct door.

You skip all triggers for the SEQUENCE\_DOOR1's with OCB = 0, 1, 3, 4 and 5 as well as the second trigger meant to open the punishment door and the objects meant to activate those triggers.

**Additional note about hints for the puzzle**

The SEQUENCE\_SWITCHES for the BtB2015-package have both been given different shapes (square, circle and triangle) and different colours (red, yellowish and blue).

With this you have at least two ways to give the player hints about the solution to your version of the puzzle: through colours (lighting or coloured statics) or through the hint-objects (EXTRA89-91) shown below.

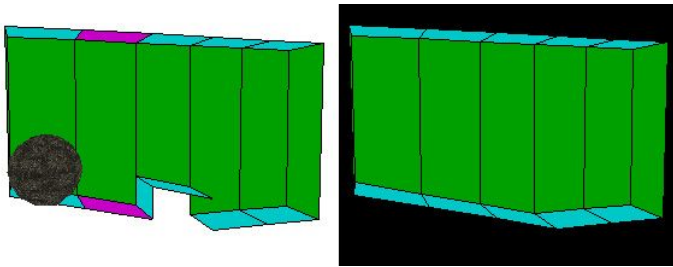


---

## ENEMIES

### Wild Boar

There is a bug with any enemy (goat here) in this slot. The enemy will disappear if you save and reload whilst battling it. There is a workaround for this by heavy triggering the enemy with a rollingball that remains resting on a heavy trigger for the enemy. Then the enemy will remain correctly when you save and re-load. The trade-off is that cameras will not work (you only get a momentary flash of the camera shot) whilst the Rollingball remains on the Heavy trigger. So the trick is to set the heavy trigger in an unseen room, and use a flip map to allow the rollingball to roll away once you are finished with the enemy. Then make sure there is a trigger that the player must pass over to flip the unseen room before any further cameras are used.



### Mutant

The enemy in the mutant slot is invincible.

### Demigod 1

The enemy in the Demigod1 slot is mortal.

### Wraiths

Wraith properties:

Can go through walls

Flying enemies cannot go over illegal slopes

Cannot be shot

Enter Invisible in OCB box when placing enemy

Wraith 1 - Fire wraith - dies on contact with water

Wraith 2 - Ice wraith - OCB 2 - dies on contact with water

### Ahmet

Ahmet explodes on death. But if triggered at same time as Small Scorpion it will just disappear in death (it seems to be hardcoded).

=====

---

## PUZZLES , KEYS, TRAPS

### Key Item9 and Key Item11

#### Pickup Items1-4

#### Quest Items 1-6

All these items are collectable artefacts.

### Keyhole10

Keyhole10 is invisible and can be used on doors in the "normal way" as if the keylock would be on the door. There are two animated keylocks, which you can put on 4 different doors:

**Sas\_dying** - small keylock for the small blue door

**Sas\_drag\_bloke** - big keylock that can be used on doors 6, 7 and 8

Both items must be triggered at the same time as the doors, so that animations will play in synchronicity. The keylocks don't have the closing door animations. So the doors that will use those keylocks, should stay opened for the rest of the game.

### PuzzleItem5

Enter OCB=4 to enable item to be picked up

=====

---

## OTHER MOVEABLES

### Jeep, Pegasus horse

Use Puzzle\_Item1 (Apple of the gods) to feed the horse so that Lara can ride him.

You must place a Flieffect52 Trigger before Lara can ride the horse. This is to remove exhaust smoke and red brake light from the vehicle.

### Trapdoor3

This is a sliding trapdoor. Use Animating16\_MIP object to provide a wall slot for the door.

### Pushables

To give Pushable 5 a solid collision that Lara can stand on, enter the following OCB code:

Pushable\_Object\_5 - OCB 512

All Pushables - OCB -1 disables pushable function

### SWITCH\_OCB

Switch Type 1 – OCB 0

Switch Type 2 – OCB 3

Switch Type 3 – OCB 2

Switch Type 4 – OCB 3

Switch Type 5 – OCB 1

Switch Type 7 – OCB 0

Switch Type 8 – OCB 0

### DOORS\_OCB

Door Type4 - OCB 2 - to pry open with crowbar

### SWITCH\_TYPE1 Wall lever

Use static item DEBRIS6 as a wall plate

### SWITCH\_TYPE4 Lion Push switch

Use Extra70 wall recess with this switch

### SWITCH\_TYPE5 Ring Pull switch

Use Extra71 wall recess with this switch. Switch triggers should be placed one block away or it may even cover two tiles from the wall where the switch is placed.

### SWITCH\_TYPE7, Golden Bell

This is a shootable switch. (A bell sound is now added to the object which will trigger automatically). Some properties of this slot are hardcoded. You must use a trigger for a rollingball in a remote room to heavy trigger both CD audio tracks and to trigger enemies.

### SWITCH\_TYPE8, Cross

This is also a shootable switch. Use Extra93 to give collision to the cross.

### SARCOPHAGUS, Lid

Use this object with Extra92 to hide objects.

### DEATH SLIDE, Hermes winged boots

Simply place this object where you want Lara to use it. Lara will approach the boots and step into them and the boots will transport Lara like the deathslide object normally does.

### White Light - Teleporter

Enter OCB 666 into a white\_light nullmesh. To teleport Lara to that white\_light nullmesh object, simply trigger the white\_light. To rotate Lara's target position, simply rotate the white\_light nullmesh object.

### ENEMY\_PIECE, Greek instruments

This is just an additional static item.

### Examine 3

Use lines of text to perhaps give hints to players. Up to 13 lines can entered.

Current Script line:

Examine= 2, Scroll, \$0000,\$0500,\$0000,\$0000,\$0000,\$0002

The 'Scroll' text is saved in english.txt. Change it in the english and script.txt as desired

default text:

RULES1:To win the game, get all your pieces off the\nboard by landing them on the final ankh\nsquare. On your turn spin the sticks. Your\n throw is the number of white sides showing.

RULES2:If no white sides show, your throw is a six.\nIf you throw a six or land on an ankh square\nyou get an extra turn. If you land on an\nopponent's piece, it is returned to the start

\n means the start of another line

Replace with your own text as desired.

The hash symbol [#] is mapped as a blank vertical gap, so you can code \n#\n into Examine text, for nice line spacing.

### Animating (general)

A number of the Animatings do animate in some way. Trigger them normally or press all 5 code bits in the object to have them automatically triggered. Study their movement in testing or in Wadmerger to understand their behaviour.

ANIMATING1 is an animated tree.

ANIMATING1\_MIP, Animated trees, low resolution -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)

### HORIZON

For this BtB competition there is a choice of 8 horizon objects for you to choose from. This is the only item you may replace in the wad. When submitting your level .tom file you must tell MichaelP which number Horizon you used to build your level so that he can compile it properly.

### SECRETS

In the script's English.txt it is written 'Secrets (Total XX)'. You should edit this line to replace 'XX' with the number of secrets in your game.

=====



---

## STATIC OBJECTS

### Rock0/ Rock1

These are both door frames. Use Rock2 Invisible collision to add collision to the other side of the frame.

### Debris4

This is the metal pot holder for Shatter4 Vase.

### Extra0-1

Note that the range of Shatter Items has been increased to include these two slots.

### Shatter 8, Wasp nest

This object should be used with Animating7MIP (Animating wasp) and the AhmetMIP wasp swarm.

### Shatter9, bamboo fence

This object can be broken by a skeleton or vehicle (horse).

### Extra24, Fountain section

Use 4 of these objects to form a complete fountain with collision and you can enter it as a pool.

### Extra51, portal

Use Extra52 to give collision to the other side.

### Extra58, Lion Statue

Can be combined with the flame or steam emitters and waterfall 1

### Extra77, windmill

Use PLOUGH object with this item to create functioning windmill.

### Extra79, barrel

can be used with SHATTER7 and WATERFALL3.

### Extra94, holders for metal door latch planks

use with 4 x ANIMATING11\_MIP objects

### Extra66-68

These columns have a slightly small collision. This is so that you can use the EDIT Object function in the room editor so that Lara can stand on the columns. Enter 4 in the central square of the Edit Object Window.

### Extra93

This is an invisible collision box for Switch8.

### Extra97, Light glow

Use this object with Extra95 and Extra96.

-----



---

## Modular Architecture

### EXTRA 53, 54 and 56

These objects have to have a row of empty squares behind them. So room planning is required. The row of empty squares has to be raised at least 8 times, creating a slope of 8 clicks. This will avoid the camera to get through the objects and reveal the magic. Texture these empty squares with grey. Use fixed cameras to help you too (sometimes, they are the best bet).

### EXTRA 57

3D ceiling. Place it on the ground and raise it as you wish. Texture the room ceiling with grey. The sides of this object work with EXTRA 53, 54 and 56 so they cover the empty holes in the ceiling. If you create a normal ceiling, ignore this special feature and just texture the ceiling with grey.

### EXTRA 59

place it on the left side (right for the builder) of EXTRA 53 or 54. It has to be placed on the middle square of 3, and then rotate it if needed.

### EXTRA 61

place it on the right side (left for the builder) of EXTRA 53 or 54 or on the right and left of EXTRA 56. In both cases, it has to be placed on the middle square of 3, and then rotate it if needed.

### EXTRA 62

can be used as a border around Extra 60 or ending pillars in a corridor made of Extra 53, 54 or 56.

### EXTRA 76

You have to create a niche on the wall, so the curved part of the arch goes inside.

=====

---

## TRep features

### WEATHER

Flieffect 47 – disable all weather

Flieffect 48 – enable rain in all outside rooms

Flieffect 49 - enable snow

Flieffect 50 - enable rain and snow

### COLD BREATH

To activate the cold breath feature, simply activate the Cold button for the room which should have the cold breath feature.

=====

### Audio

Audio track 090 is three seconds of silence. This track can be used to shorten the played length of long audio tracks. This may be useful if you wish to synchronize the length of an audio track with a flyby sequence. Use a timed delay rollingball trigger to trigger CD90. Delay the timer by however many seconds you would like your played audio track to last. This way, the audio will fade out smoothly at the time you want, there will be a short silence (almost undetectable) and then return to your current ambience loop.

The Ambience loop range tracks are from 095-127.

## COMPILING YOUR SCRIPT by MichaelP

For a quick start, use default scripts supplied with the package.

For your own customized script follow the below instructions PRECISELY!

Use the freeware DOSBox application which essentially emulates a DOS window and thus allows you to run bat files and the likes without a problem (as long as your directory path names are short and do not have blanks or the likes...)

This works for a Win7 and Win 8 64 bit system, but actually also any other Windows version.

Download DOSBox

How to use:

- 1) Install DosBox
- 2) Create a folder called BTB in your C: drive \*
- 3) Copy all the files needed for scripting from the script folder in the package to C:\BTB (script.exe, dos4gw.exe, your modified script.txt, your modified english.txt)
- 4) Run DOSBox
- 5) Type the following line right after Z:\>  
MOUNT C C:\BTB  
Press enter.
- 6) Type the following:  
C:  
Press Enter.
- 7) Type the following:  
script script.txt  
Press Enter.
- 8 ) Find the converted English.dat and script.dat in C:\BTB (there will also be a file strings.h created, which you can delete) and copy them to your respective trile build root folder from there.

\* NOTE: The drives and folders can be adjusted to your preferences, you just have to adjust the further commands to your custom settings, BUT it is strongly recommended to ONLY use folder names shorter than 8 characters and no subfolders, as DOSBox may have difficulty in handling those properly.



**ADDITIONAL MOVES FOR LARA**

Ledge jump up: Press Alt (Jump) to jump up then Ctrl to Grab

Ledge Hang Back flip: Hold Ctrl (Action) + Press Down arrow

Ledge Hang Back Flip + Twist: Hold Ctrl (Action) + Press Up and Down arrow (or End (Roll) Arrow)

Ladder to monkey swing:

a) Ctrl (Action) +Up - to grab M/S above

b) Ctrl (Action) +Alt (Jump)+Shift (Walk)- to turn and grab M/S

Monkey Swing turn: End (Roll)

Water to ladder climb: Ctrl (Action) +Up

Roll out of Ledge Crawlspace: At edge of ledge Alt (Jump) +Forward arrow

Mount Horse (Jeep) - Provide Puzzle Item1 (Apple of the Gods) to feed the horse. Press Control to mount the horse from the right hand side.

To Dismount - press Alt +Left Arrow

Press ? Button to Reverse.

Press Shift button to return to forward direction

### **SPECIAL THANKS**

Doppel - The BtB Greece Lara Render - amazing!  
Other object and animation creators: Karlo002, Trix, Horus-Goddess,  
Uranos1, Tifa Nazah, Geckokid, Apofyse, Magplus,  
Core Design, Crystal Dynamics,  
All the fantastic TR tool makers:  
Core Design - TRLE  
NGLE - Paolone  
TRep, esse, Leikkuri- Pyuaumch  
Wadmerger - Michel  
Strpix - Turbo Pascal and Sapper  
CD Audio2 - Turbo Pascal  
Metasequoia - O. Mizno  
TRLESoundEditor, EditWad - sapper  
Wad Reorganizer - Josep Borrut  
reStrText - Qunai

### **The Back to Basics 2015 Greece Package Team:**

EssGee - team leader, objects, additional animation, documentation,  
package assembly  
MichaelP - package and competition hosting and organisation  
Bojrkraider - objects, textures, additional animation, wad assembly  
Jesus C.Croft - Lara outfit, objects, original music compositions, textures  
DJFull - objects, original music compositions, wad QC, Texture trimming  
and WAD limit research, audio assembly,  
Fluen - objects, technical advice, Title level  
Mugs - Texture set assembly, administration  
Amethyste - objects  
Dino - objects, web design

EssGee June 2015