TOMB RAIDER 1-3 RERENDERED SOUNDTRACKS

MANUAL

Introduction

The aim of this project is to enhance the sound quality of the TR1-3 soundtracks without destroying their nostalgia.

The original soundtracks by Nathan McCree were synth-based, in other words there were no real instruments playing - all of the sound waves were created by the computer using MIDI.

Essentially, what I have done is that I have rerendered the entire soundtrack by layering the original audio files with instrument samples from the EastWest Quantum Leap sample library using the Cubase DAW. So, for example, if I hear a horn playing then I add a separate instrument track with the EWQL horn sample, if I hear vibes then I add EWQL vibes etc. The result is a new, revitalised soundtrack which sounds more similar to a real orchestra. It is also interesting to note that Troels Brun Folmann himself used the EWQL sample library in TR Legend/Anniversary (among others!).

EVERY SINGLE MUSIC CUE HAS BEEN RERENDERED IN THIS WAY. I have also rerendered some of the ambience tracks. Most cutscene music HAS NOT BEEN RERENDERED as doing so would drown out the
speech/SFX of the cutscene.

What to download

	Glidos	Download either **installer package** or **manual package** (instructions on page 3)
Tomb Raider 1	gidierre's Advanced Installer	Download either **installer package** or **manual package** (page 4)
	Sindhe's TR1 Remake	Download **TR1 Revised package** (page 4)
	Standalone tracks (for listening)	Download **MP3 tracks**
Tomb Raider 2	PC Version*	Download **PC version** (page 5)
	Mac version	Download **MAC version** (page 6)
	Standalone tracks (for listening)**	Download **MP3 tracks**
Tomb Raider 3	PC Version	Download **PC version** (page 6)
	Standalone tracks (for listening)	Download **MP3 tracks**

NOTES:

* The PC versions of all 3 games have only been checked to work with either the **original** CDs or the **Sold Out** CDs. *Compilation CDs will NOT work!*

** The TR2 standalone tracks package also contains sheet music for a piano transcription of the Venice Violins theme, arranged by me.

Installation Instructions

Tomb Raider 1

GLIDOS VERSION

Manual package:

1. Download and install the Glidos Audio Pack (http://www.glidos.net/audio.html) if you
   have not yet done so.

2. After installation, navigate to the Audio folder that has been extracted by the
   installer (by default it should be in C:\Program Files (x86)\Glidos) and locate the
   folder named 'Tracks'.

3. IMPORTANT: Make a backup copy of the tracks folder in a safe location.

4. Copy the new 'Tracks' folder in the downloaded package into the Audio
   folder in C:\Program Files (x86)\Glidos, and overwrite it.

5. Start Glidos, and make sure that the 'Use Audio Pack' option in the Audio/Movies tab
   is ticked.

6. Enjoy!

Installer package:

1. First of all, download and install the Glidos Audio Pack
   (http://www.glidos.net/audio.html) if you have not yet done so.

2. Make sure that your Glidos folder is located in C:\Program Files (x86), otherwise it will not
   work.

3. Run 'glidosversionsetup.exe', follow on-screen instructions, DO NOT CHANGE DEFAULT
   DESTINATION.

4.Start Glidos, and make sure that the 'Use Audio Pack' option in the Audio/Movies tab
   is ticked. Play the game!

5. To uninstall, navigate to C:\Program Files (x86)\Glidos\Audio folder and run
   'uninstall.exe'...and that's it! :D

NOTE: Some antiviruses may flag the glidosversionsetup.exe as a virus..trust me, it isn't one!
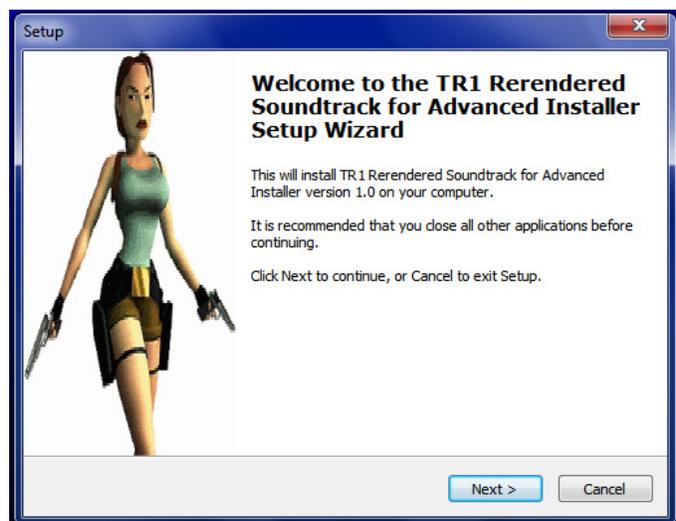
ADVANCED INSTALLER VERSION

Manual package:

1. Unzip downloaded folder.

2. IMPORTANT: Backup 'tombeng.bin' and 'tombeng.cue', found in the DOSBox installer folder (usually C:\tombraider), in a safe place.

3. Replace the bin/cue files found in the installer folder with the ones you've just unzipped (ie. the rerendered ones).

4. Start the game and enjoy!

Installer package:

1. Firstly, make sure that the Advanced Installer folder is located in 'C:\tombraider'.

2. Run 'AIversionsetup.exe', follow onscreen instructions, DO NOT CHANGE DEFAULT DESTINATION.

3. Start the game and enjoy!

4. To uninstall, navigate to 'C:\tombraider', and run 'stuninstall.exe'. To re-install, simply run 'stinstall.exe' located in the same directory.

SINDHE'S TR1 REMAKE

1. Extract ZIP folder you just downloaded.

2. IMPORTANT: Make a back-up of the 'Audio' folder, found in the 'TR1-Remake' directory, in a safe location.

3. Copy and replace the 'Audio' folder found in the ZIP file with the one in the TR1-Remake directory.

4. Start the game (tomb4.exe) and enjoy!

Tomb Raider 2

PC VERSION

1) The only way to 'inject' the rerendered soundtrack into TR2 is to burn a replacement TR2 CD-ROM with the new tracks replacing the old ones. Don't worry, it's not as gruelling as it sounds! :)

2) Things you will need:

- Empty CD-ROM (at least 700mb)
- Working CD-RW/DVD-RW drive (any drive which is able to burn data onto CD-ROMs - most CD drives have this feature)
- Free CD burning software 'CDBurnerXP': http://cdburnerxp.se/en/home

3) Firstly, insert original TR2 game CD and copy all data into a new folder on your computer (e.g. "C:\TR2 CD")

4) Insert empty CD into drive, start CDBurnerXP, and click on 'Audio disc'

5) Copy all files found in the 'Files to burn' folder into the bottom window. MAKE SURE THE FILES ARE IN THE RIGHT ORDER!!! Sometimes track 60 replaces track 01, if that happens then simply drag the tracks into the correct order. Click 'Burn', in the burn settings dialog, make sure that 'Finalize disc' is unchecked and 'Track at Once / Pause between tracks' is selected. Then start burning!

6) After burning has completed, restart CDBurnerXP, this time click on 'Data disc', then copy all of the files you copied from the TR2 game disc into CDBurnerXP.

7) If there is not enough free space, remove the 'DATA.NOW' folder or 'MANUAL' folder or 'EIDOSNET' folder or any other folder with trash - DO NOT REMOVE THE 'DATA' OR 'FMV' FOLDERS!!!

8) Click 'Burn', click 'Let me choose advanced settings', make sure that 'Finalize disc' is checked and 'Session at once' selected. Then complete the burn.

9) Done? Good! The hard bit is over! :D

10) Now insert the original TR2 CD, and use the TR Multipatcher (http://www.tombraiderchronicles.com/vista/patch.html) to install the game.

11) After Multipatcher has finished doing its 'thing', navigate to the TRII folder (C:\Program Files (x86)\Core Design\Tomb Raider II), go to the 'backup' folder, right-click on Tomb2.exe and choose 'Send to > Desktop (create shortcut)'.

12) Right-click on the new shortcut and name it something like: 'Tomb 2 - Rerendered ST'.

13) You should now have two shortcuts on your desktop: the original 'Tomb Raider II' shortcut and the newly created one.

14) Clicking on 'Tomb Raider II' will result in the game playing the original soundtrack via PaulD's audio fix, and clicking on the other shortcut will result in the game playing whatever soundtrack is on the CD in your CD drive. So remove the old TR2 CD and insert the CD you just burned, click on the new shortcut and voila!

MAC VERSION

1.IMPORTANT: Make a back-up of the 'Sounds' folder, found in the 'Tomb Raider 2.app > Contents > Tomb Raider 2 Data' directory, in a safe location.

2. Copy the rerendered tracks found in the 'Sounds' folder in the package you just downloaded, and copy them to 'Tomb Raider 2.app > Contents > Tomb Raider 2 Data > Sounds'.

3. Play the game and enjoy!

Tomb Raider 3

PC VERSION

1. Navigate to the AUDIO folder in your TR3 game directory (usually C:\Program Files\Core Design\Tomb Raider 3\AUDIO). If you cannot find the AUDIO folder in the directory, copy it from your original TR3 disk into the directory.

2. IMPORTANT: Create a new folder in your TR3 directory called 'AUDIO backup'. Copy the cdaudio.wad file from 'AUDIO' into 'AUDIO backup'. This way you have the original game audio stored in a separate folder should something go wrong with the new soundtrack.

3. Copy the new cdaudio.wad file found in the folder you downloaded to the 'AUDIO' folder in your TR3 directory, overwriting the previous cdaudio.wad, which in turn is safely stored in 'AUDIO backup' :)

4. Run the game and enjoy!

FAQ

Q: What made you create this project?

A: I purchased the EWQL sample library just over a year ago, and around that time I was beginning to replay Tomb Raider 3. When I entered the large 'fountain room' in Jungle, and 'The Puzzle Element' started to play, I realised that I could re-create the music with my newly bought sample library. 'The Puzzle Element' was the first TR track I ever rerendered, and after some positive feedback from one member with whom I shared my idea, I decided to re-render the whole game soundtrack. After even more positive feedback from the TR3 release, I decided to complete the trilogy.

Q: So many steps and instructions...is the installation really worth it?

A: You can always download the standalone tracks to listen to, if you want, but please do try out the soundtrack in-game. It offers a slightly different gaming experience

Q: Will you be releasing MIDI/sheet music of these soundtracks?

A: Maybe, in the far, far future.

Q: Will you be rerendering any more Tomb Raider soundtracks?

A: I am thinking of UNrendering some of the Crystal soundtracks, to make them sound as if Nathan McCree had written them back in the 90s. In fact, I've recently unrendered part of the TRA main theme (you can listen here). As for TR4-TR6...more info will come on that subject in the future. ;)

Additional Info

Tech Support

If you are experiencing any issues with any of the soundtracks, please post you queries in the corresponding Tomb Raider Forum threads:

Tomb Raider 1: http://www.tombraiderforums.com/showthread.php?t=187800

Tomb Raider 2: http://www.tombraiderforums.com/showthread.php?t=190402

Tomb Raider 3: http://www.tombraiderforums.com/showthread.php?t=185513

OR you can contact me via email:

ewcia@tiscali.co.uk

Acknowledgements

As with any other project, these soundtracks would not have happened without the help and support from certain people:

gidierre: Without your TR1 advanced installer, I may've never been able to make the soundtrack work with the 'true' original version of Tomb Raider in the first place! Also, thank you very much for your advice on compiling setup wizards!

sheepman23: I think you were the first person to ever hear about the idea of the project in the first place, and without your initial feedback I probably wouldn't have had the motivation to complete the rest of this project, so...thank you! :)

Spong: Thanks for your feedback on the beta version of the TR2 main theme, and also for giving me important info on how the TR2 tracks are distributed throughout the game (as ironically I have not yet played TR2!).

H44R7H: Thank you for providing coverage on your great 'The Music of Tomb Raider' site! *(*www.musicoftombraider.com)

EscondeR: You've always been there as a general technical aid, despite the fact you're so busy all the time...thank you! :D

And, of course, thank you **all members of the Tomb Raider community** for keeping the series alive! Keep on raiding!