

Tomb Raider III - Extra Secret Fix

By SuiKaze Raider – v1.0.0.0

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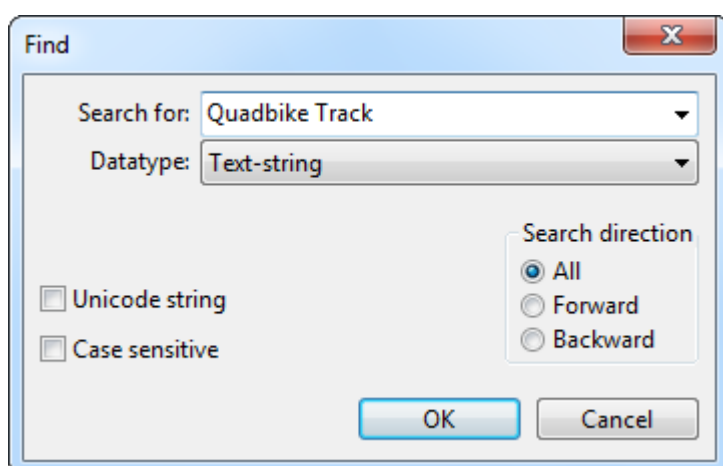
Requirements:

You need a Hexadecimal Editor; for this tutorial I'll use [HxDen](#). You'll need a Tomb Raider III or Tomb Raider III Gold executable too.

For PlayStation fix/mod you need [PSX-Mode2](#) Tool by CUE. As alternative, you can use a CD Image Editors as CDMage; others CD Image Editors could corrupt the Game CD Image.

How To Search It:

Search “*Quadbike Track*” string text clicking “*Search*” option and later in “*Find*”. Now write “*Quadbike Track*” in “*Search for*” Text Box, select “*Text-String*” as “*Data Type*”, in “*Search direction*” select “*All*” and press the button “*OK*”.



From previous byte of this text string count back 64 bytes on PC Edition or 260 bytes on PlayStation Edition for find the number of secrets by level list start!

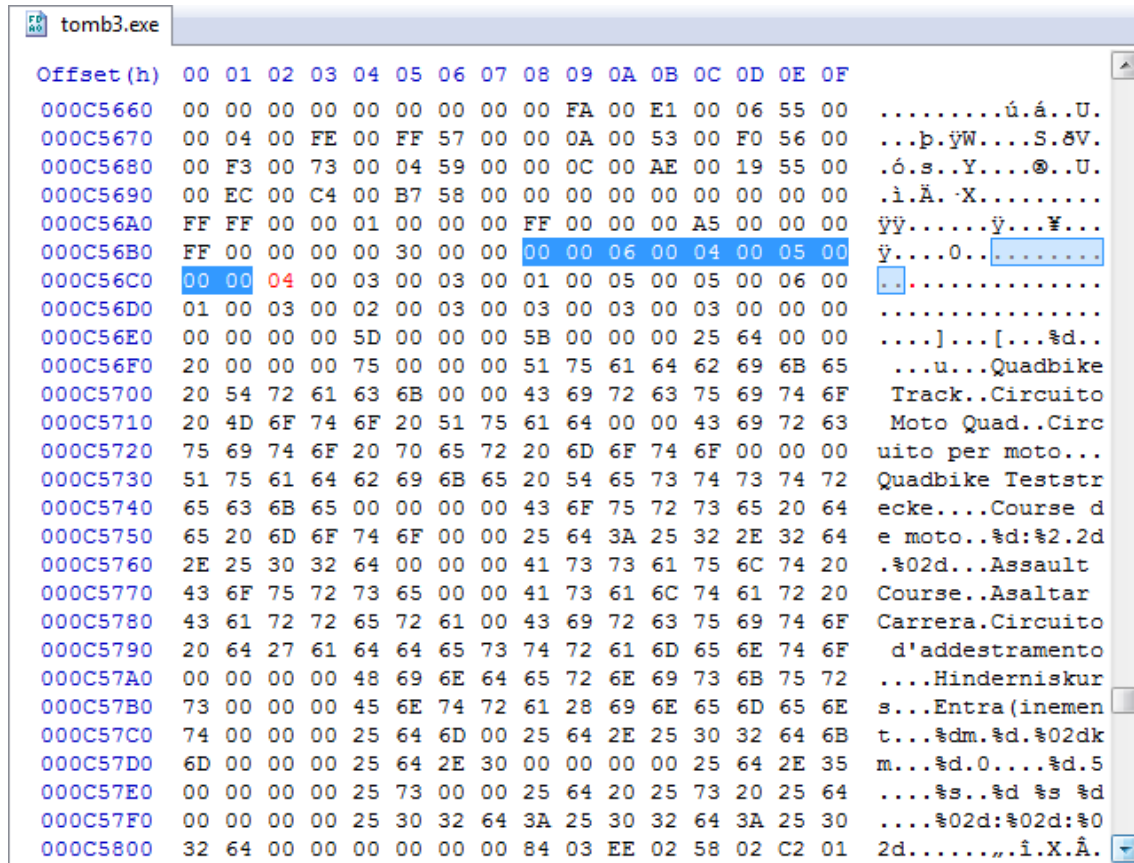
Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
000C5660	00	00	00	00	00	00	00	00	00	FA	00	E1	00	06	55	00ú.á..U.
000C5670	00	04	00	FE	00	FF	57	00	00	0A	00	53	00	F0	56	00	...p.ÿW....S.ðV.
000C5680	00	F3	00	73	00	04	59	00	00	0C	00	AE	00	19	55	00	.ó.s..Y.....@..U.
000C5690	00	EC	00	C4	00	B7	58	00	00	00	00	00	00	00	00	00	.i.Ä.-X.....
000C56A0	FF	FF	00	00	01	00	00	00	FF	00	00	00	A5	00	00	00	ÿÿ.....ÿ...¥...
000C56B0	FF	00	00	00	00	30	00	00	00	00	06	00	04	00	05	00	ÿ....0..[.....]
000C56C0	00	00	03	00	03	00	03	00	01	00	05	00	05	00	06	00	[.....]
000C56D0	01	00	03	00	02	00	03	00	03	00	03	00	03	00	00	00	[.....]
000C56E0	00	00	00	00	5D	00	00	00	5B	00	00	00	25	64	00	00	...]....[...%d..
000C56F0	20	00	00	00	75	00	00	00	51	75	61	64	62	69	6B	65	...u...Quadbike
000C5700	20	54	72	61	63	6B	00	00	43	69	72	63	75	69	74	6F	Track..Circuito
000C5710	20	4D	6F	74	6F	20	51	75	61	64	00	00	43	69	72	63	Moto Quad..Circ
000C5720	75	69	74	6F	20	70	65	72	20	6D	6F	74	6F	00	00	00	uito per moto...
000C5730	51	75	61	64	62	69	6B	65	20	54	65	73	74	73	74	72	Quadbike Teststr
000C5740	65	63	6B	65	00	00	00	00	43	6F	75	72	73	65	20	64	ecke....Course d
000C5750	65	20	6D	6F	74	6F	00	00	25	64	3A	25	32	2E	32	64	e moto...%d:%2.2d
000C5760	2E	25	30	32	64	00	00	00	41	73	73	61	75	6C	74	20	.%02d...Assault
000C5770	43	6F	75	72	73	65	00	00	41	73	61	6C	74	61	72	20	Course..Asaltar
000C5780	43	61	72	72	65	72	61	00	43	69	72	63	75	69	74	6F	Carrera.Circuito
000C5790	20	64	27	61	64	64	65	73	74	72	61	6D	65	6E	74	6F	d'addestramento
000C57A0	00	00	00	00	48	69	6E	64	65	72	6E	69	73	6B	75	72	...Hinderniskur
000C57B0	73	00	00	00	45	6E	74	72	61	28	69	6E	65	6D	65	6E	s...Entra(inemen
000C57C0	74	00	00	00	25	64	6D	00	25	64	2E	25	30	32	64	6B	t...%dm.%d.%02dk
000C57D0	6D	00	00	00	25	64	2E	30	00	00	00	00	25	64	2E	35	m...%d.0....%d.5
000C57E0	00	00	00	00	25	73	00	00	25	64	20	25	73	20	25	64%s...%d %s %d
000C57F0	00	00	00	00	25	30	32	64	3A	25	30	32	64	3A	25	30%02d:%02d:%0
000C5800	32	64	00	00	00	00	00	00	84	03	EE	02	58	02	C2	01	2d.....".i.X.Ä.

In this image you can see the list selected of Tomb Raider III English CD Version 1.1 for PC.

Every item of this list uses 2 bytes for every value (It's a signed 16 bits Array). That means that first pair of bytes (\$0000) are for Lara's Home, the next pair of bytes the first Level... This list has 21 items and its size is 42 bytes (Lara's Home + 20 Levels = $21 * 2 = 42$ bytes)

Extra Secret Fix:

Once you've found the list of number of secrets by level, count 10 bytes (Lara's Home + 4 previous levels = $5 * 2 = 10$ bytes) from the start of the list. Default value of this level is 3, change it into 4.



Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
000C5660	00	00	00	00	00	00	00	00	00	FA	00	E1	00	06	55	00ú.á..U.
000C5670	00	04	00	FE	00	FF	57	00	00	0A	00	53	00	F0	56	00	...p.ýW....S.šV.
000C5680	00	F3	00	73	00	04	59	00	00	0C	00	AE	00	19	55	00	.ó.s..Y....@..U.
000C5690	00	EC	00	C4	00	B7	58	00	00	00	00	00	00	00	00	00	.i.Ä.-X.....
000C56A0	FF	FF	00	00	01	00	00	00	FF	00	00	00	A5	00	00	00	ÿÿ.....ÿ...Ÿ...
000C56B0	FF	00	00	00	00	30	00	00	00	00	06	00	04	00	05	00	ÿ....0..
000C56C0	00	00	04	00	03	00	03	00	01	00	05	00	05	00	06	00
000C56D0	01	00	03	00	02	00	03	00	03	00	03	00	03	00	00	00
000C56E0	00	00	00	00	5D	00	00	00	5B	00	00	00	25	64	00	00]...[...%d..
000C56F0	20	00	00	00	75	00	00	00	51	75	61	64	62	69	6B	65	...u...Quadbike
000C5700	20	54	72	61	63	6B	00	00	43	69	72	63	75	69	74	6F	Track..Circuito
000C5710	20	4D	6F	74	6F	20	51	75	61	64	00	00	43	69	72	63	Moto Quad..Circ
000C5720	75	69	74	6F	20	70	65	72	20	6D	6F	74	6F	00	00	00	uito per moto...
000C5730	51	75	61	64	62	69	6B	65	20	54	65	73	74	73	74	72	Quadbike Teststr
000C5740	65	63	6B	65	00	00	00	00	43	6F	75	72	73	65	20	64	ecke....Course d
000C5750	65	20	6D	6F	74	6F	00	00	25	64	3A	25	32	2E	32	64	e moto...%d:%2.2d
000C5760	2E	25	30	32	64	00	00	00	41	73	73	61	75	6C	74	20	.%02d...Assault
000C5770	43	6F	75	72	73	65	00	00	41	73	61	6C	74	61	72	20	Course..Asaltar
000C5780	43	61	72	72	65	72	61	00	43	69	72	63	75	69	74	6F	Carrera.Circuito
000C5790	20	64	27	61	64	64	65	73	74	72	61	6D	65	6E	74	6F	d'addestramento
000C57A0	00	00	00	00	48	69	6E	64	65	72	6E	69	73	6B	75	72	...Hinderniskur
000C57B0	73	00	00	00	45	6E	74	72	61	28	69	6E	65	6D	65	6E	s...Entra(inemen
000C57C0	74	00	00	00	25	64	6D	00	25	64	2E	25	30	32	64	6B	t...%dm.%d.%02dk
000C57D0	6D	00	00	00	25	64	2E	30	00	00	00	00	25	64	2E	35	m...%d.0....%d.5
000C57E0	00	00	00	00	25	73	00	00	25	64	20	25	73	20	25	64%s.%d %s %d
000C57F0	00	00	00	00	25	30	32	64	3A	25	30	32	64	3A	25	30%02d:%02d:%0
000C5800	32	64	00	00	00	00	00	00	84	03	EE	02	58	02	C2	01	2d.....i.X.Ä.

Finally, click on “File” Menu, and later in “Save” for save the changes. The game will recount the total itself. Now it has 4 secrets in “Coastal Village” level and 60 as total.

Apply The Fix On PlayStation:

First of all, you must find the game executable. Here is a table with all the names:

ID & Executable Name	Region	Language
SLES_016.49	PAL / Europe	English (UK)
SLES_016.82	PAL / Europe	French
SLES_016.83	PAL / Europe	German
SLES_016.84	PAL / Europe	Italian
SLES_016.85	PAL / Europe	Spanish
SLUS_006.91	NTSC-U / America	English (USA)
SLPM_861.96	NTSC-J / Japan	Japanese
SLPM_861.97	NTSC-J / Japan	English (Japan)

Extract the game executable mounting the CD Image or with some CD Image Editor as CDMage. Search the list and apply the fix as I told you in previous steps. Now, for reinsert the file you can use CDMage or PSX-Mode-2.

To do it with PSX-Mode-2: Create a *.txt file and use this syntax:

```
psx-mode2.exe "<cd_image_file>" "<file_in_the_cd>"  
"<modded_file_path>"
```

For example:

```
psx-mode2.exe "tombraider3.bin" "\\SLES_016.49" ".\\SLES_016.49"
```

Rename it as *.bat and run it.

Custom Number Of Secrets List:

You can use this method for do a custom number of secrets list for your levels! Remember the values must be on hexadecimal. For example: If you want put 10 secrets, the value is \$000A, but you must invert the order of pair of bytes, that means you must type "0A 00" (It uses Little Endian) You can use the Calculator of Windows in Programmer Mode for do the conversion.

Some Recommendations:

- Keep the value \$0000 for Lara's Home.
- Not use negative values, for example: \$FFFF (-1)
- Set all unused levels with zero secrets.

Number Of Secrets Array (In Pseudo-C):

Tomb Raider III:

```
sint16 Number_Of_Secrets_By_Level[21] = {
    0, //Lara's Home.
    6, //Jungle.
    4, //Temple Ruins.
    5, //The River Ganges.
    0, //Caves Of Kaliya.
    3, //Coastal Village.
    3, //Crash Site.
    3, //Madubu Gorge.
    1, //Temple Of Puna.
    5, //Thames Wharf.
    5, //Aldwych.
    6, //Lud's Gate.
    1, //City.
    3, //Nevada Desert.
    2, //High Security Compound.
    3, //Area 51.
    3, //Antarctica.
    3, //RX-Tech Mines.
    3, //Lost City Of Tinnos.
    0, //Meteorite Cavern.
    0 //All Hallows.
};
```

Tomb Raider III Gold:

```
sint16 Number_Of_Secrets_By_Level [21] = {
    0, //Lara's Home.
    3, //Highland Fling.
    3, //Willard's Lair.
    3, //Shakespeare Cliff.
    3, //Sleeping with the Fishes.
    3, //It's a Madhouse!
    0, //Reunion.
    3, //Level 07 (Unused)
    1, //Level 08 (Unused)
    5, //Level 09 (Unused)
    5, //Level 10 (Unused)
    6, //Level 11 (Unused)
    1, //Level 12 (Unused)
    3, //Level 13 (Unused)
    2, //Level 14 (Unused)
    3, //Level 15 (Unused)
    3, //Level 16 (Unused)
    3, //Level 17 (Unused)
    3, //Level 18 (Unused)
    0, //Level 19 (Unused)
    0 //Level 20 (Unused)
};
```

PC - Differences Between v1.0 & v1.1:

- In v1.0 the music is played in short loops; this issue was fixed in v1.1.
- These levels were updated: antarctic.tr2, crash.tr2, jungle.tr2, office.tr2, quadchas.tr2, rapids.tr2, roofs.tr2 & temple.tr2.

Updated Levels:

File	Size in v1.0	Size in v1.1
data\antarctic.tr2	3433 Kb	3433 Kb
data\crash.tr2	3254 Kb	3254 Kb
data\jungle.tr2	3282 Kb	3282 Kb
data\office.tr2	2447 Kb	2447 Kb
data\quadchas.tr2	3059 Kb	3059 Kb
data\rapids.tr2	3075 Kb	3074 Kb
data\roofs.tr2	3496 Kb	3496 Kb
data\temple.tr2	3106 Kb	3106 Kb

PlayStation - Differences Between European v1.0 & v1.1:

- In v1.0 the executable size is 550Kb and in the v1.1 552Kb.
- In v1.1 were added the files: cuts\j.psx & data\kanji.psx.
- All cut-scenes & levels were updated; 11 of the 21 levels have different size.

Updated Levels With Different Size:

File	Size in v1.0	Size in v1.1
data\antarctic.psx	1956 Kb	1952 Kb
data\chamber.psx	1754 Kb	1740 Kb
data\city.psx	2011 Kb	2009 Kb
data\crash.psx	1976 Kb	1970 Kb
data\house.psx	1846 Kb	1846 Kb
data\mines.psx	1979 Kb	1977 Kb
data\nevada.psx	1883 Kb	1894 Kb
data\rapids.psx	1899 Kb	1895 Kb
data\roofs.psx	2052 Kb	2048 Kb
data\sewer.psx	1989 Kb	1986 Kb
data\stpaul.psx	1671 Kb	1670 Kb