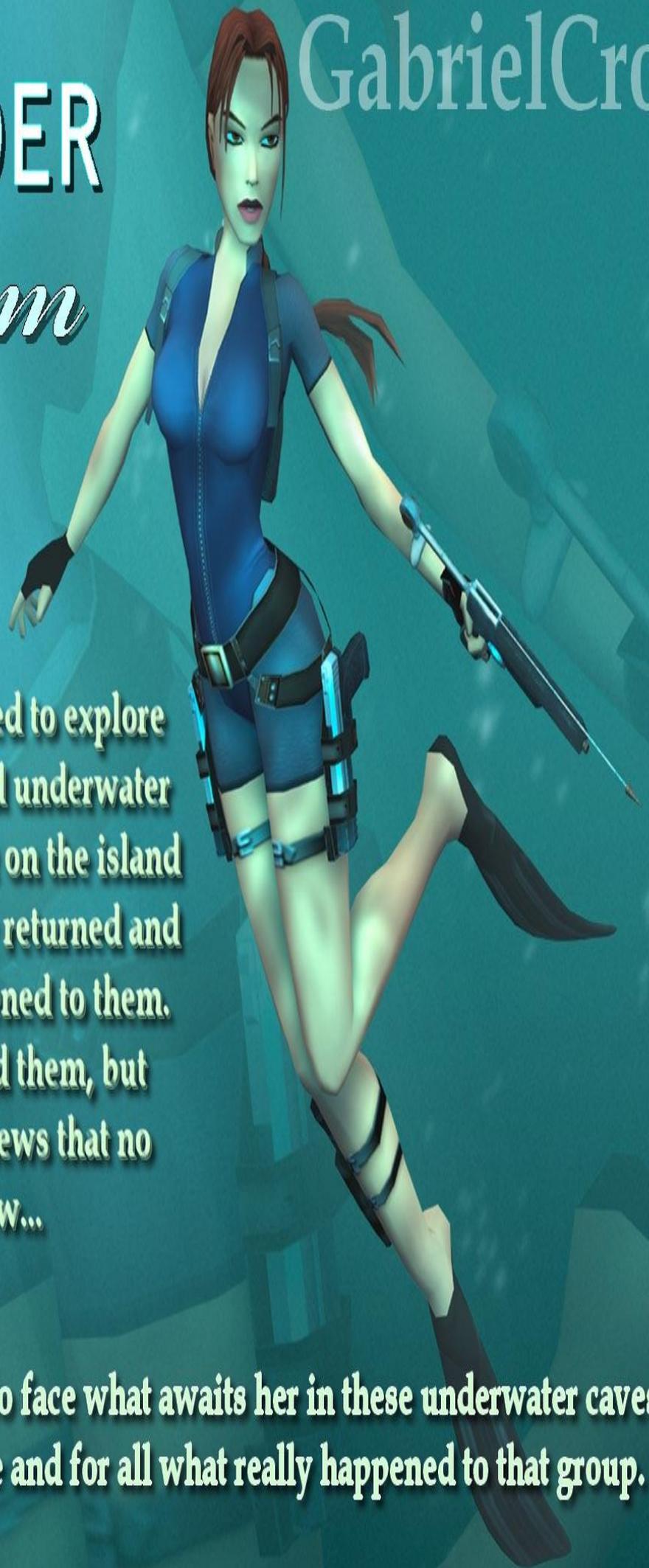


# TOMB RAIDER

## *Sanctum*

GabrielCroft



A group of researchers decided to explore some unknown and uncharted underwater caves, located inside the forest on the island of Madagascar. But they never returned and no one ever knew what happened to them.

The rescue team tried to find them, but they returned with the sad news that no one was found below...

Now, Lara Croft is ready to face what awaits her in these underwater caves, in order to find out once and for all what really happened to that group.

# ABOUT

This is a custom game made by GabrielCroft, 16 years old, Brazilian, member of TombRaiderForums, trle.net and LarasLevelbase.org.

The tools I've used: NGLE, WadMerger, TBuilder.

Of course we are able to do this because of Core Design release:

Tomb Raider Level Editor.

Brazil, 2012.

# VERY IMPORTANT NOTES

You must turn VolumetricFX OFF in SanctumSetup.exe to enable more enhanced graphics in the game.

# SPECIAL THANKS

## Objects I've Downloaded:

- 4 high-res Trees by maikoon
- DeepSeaObjects by BARRY
- Ethereal Waterfall Effect by lathander
- HDPlants by maikoon
- InventoryBackground by TheBloodRed
- Light by AdrielRaider
- LegendPlants by teme9
- Objectpackone by teme9
- Apple Trees by tifanazah
- TRL FLARES by Po Yu and Max87
- TropicalPlants by teme 9
- TTOTLSG-Stuffpackage by teme9

## New Moves for Lara:

- FasterShimmey by GeckoKid
- Climb Up Animations by GeckoKid
- Revamped Walk by Just Do It
- TRA Landing animation by Tomb Laraider

I'm so sorry if I forgot someone!

And of course, to everyone that helped me at TombRaiderForums!

