

# New York Daily

WEDNESDAY, NOVEMBER 19, 1997

## MODERN DISCOVERY

# TOMB RAIDER IRIS

**A TOMB RAIDER LEVEL EDITOR CUSTOM LEVEL**

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*Pictured Above: Von Crop Sr. hard at work planning the IRIS demo*



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10 CENTS

## MODERN DISCOVERY

*VCI' NEW TECHNOLOGY; ENGINEERED  
FROM ANCIENT ARTIFACT*

### **No more setbacks: They're back on track**

Nearly two years after they're first announcement and failure to deliver, Von Croy Industries is back with promises of technological advancements leaps and bounds of anything seen since the personal computer boom of the 1980's. In speaking with the CEO Von Croy Sr. about the details of this new technology and what it could mean for modern society. He explains that the powerful new computer processor named IRIS will change the way we live forever. *"The processor was designed by studying the properties of an ancient artifact aptly named the iris"* said Von



*Pictured Above: Von Croy Sr. hard at work planning the IRIS demo*

### **Found in Cambodia**

Croy Sr when asked about the process involved in developing this new technological marvel. According to him the original artifact was located many years ago by his son Werner Von Croy while on an expedition in Cambodia and after a mishap a few years ago was no longer available to use for the design. Von Croy Sr. assures us that this will not be a failed launch like the promised technology demonstration before it. *"We're on track to knock the socks off the tech industry! Just you wait!"* He said with great confidence before receiving phone call and had to end our interview.



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## About

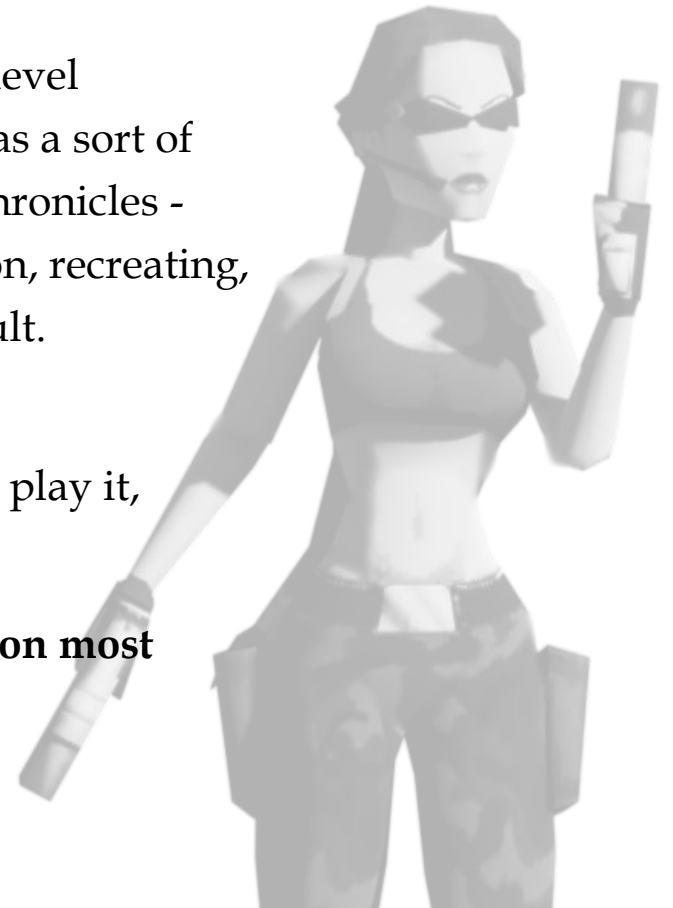
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Well, It's been about 18 years since my last release of a TRLE. I seen AgentXP's CaC 2021 competition and decided to give it a go again.

Thanks for bringing us all together for some level building!! I can only describe this adventure as a sort of tribute to my favorite part of Tomb Raider Chronicles - The VCI levels. After lot's of object conversion, recreating, plugin making and hours later this is my result.

I hope it brings you some joy if you decide to play it,

**- Cornchild now known as BigBonesParker on most sites.**



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## Story

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After Lara's successful adventure to steal the Iris from VCI in 1995. Her rivals father Von Croy Sr. has relentlessly pursued a way to replicate the artifacts power.

Fast forward to 1997, and Lara notices a front page spread in the New York Daily paper about VCI. It appears they have replicated the artifacts capabilities and are marketing it as a way to help the world, but Lara knowing her old rivals father, is certain his intentions are bound to be nefarious...



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# Arsenal

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**Dual semi-automatic pistols.** Fed via magazine. Fast and accurate, with decent damage output. Lara's weapons of choice.



**Semi-Automatic Shotgun.** A 12 gauge magazine fed semi-automatic shotgun. A very powerful weapon, with the trade off of low accuracy at great distance. Word is VCI has been acquiring an arsenal of these. Maybe you can find one in the building...



**Desert Eagle.** Extremely powerful and accurate gas operated semi-automatic hand gun. Ammo could be incredibly limited. Best to save it for those moments when taking something down quickly is the priority.



**Infrared Headset.** The latest in IR tech. This headset **allows the user to detect laser fields that would otherwise be invisible** to the human eye and also provides binocular capabilities with extensive digital zoom.



**Chloroform.** The laboratories are bound to have some of this laying around. If you can find something to put it on your might be able to knock out unsuspecting guards to avoid trouble.

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## Turret Controls

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*"Von Croy is testing all kinds of weapons tech you never know what you might come across. Should you happen upon a mounted turret. You can use the following buttons to control it."*



**Action** - Engage the turret\ Fire Turret.

**Left & Right** - Controls the horizontal rotation of the turret.

**Up & Down** - Controls vertical up and down aiming direction of the turret.

**Roll** - Disengages the turret. Hold the roll button down and Lara will slowly return the turret back to its neutral position and disengage it.



**"VCI has deployed extensive security measures and highly trained security personnel that won't hesitate to take you out if they get the chance! Be cautious and on your toes at all times!"**

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# CREDITS

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If I have forgotten anyone I am very sorry and did not mean it on purpose. :\

## [Original Developers and current owners]

Core Design - For this fantastic game that we all keep making levels for.

Eidos

Square Enix

Crystal Dynamics

## [Beta Testers]

Thank you for taking the time to test my adventure!!

Nanaki Azakee

PedroTheGamer

## [Plugin Developers]

By studying your plugins I was able to make what I needed to make effects possible in this level. Thank you!

AODFan - Tr1 Plugin for those classic spikes.

ChocolateFan - Tr1 Plugin for those classic spikes.

TokyoSU - Study material!

AkyV - The great plugin Mix plugins.

Krystian - Your help has been invaluable with figuring out the oddities of this engine!

## [Objects]

Core Design - For the original assets we all keep loving to use.

Matrix54 - For the outfit from the Battle Area outfit pack on trsearch. it was perfect for this level!

## [Sounds]

Suikaze Raider - For the TR5 sounds and their settings to keep the fan level accurate to the source soundscape.

## [Tools]

Michiel - WadMerger

Turbo Pascal - Strpix

Josep Borrut - The TR Wad Reorganizer Tool

Bergus - WadBlender

The TombEditor Team - For the great set of tools that make building so much easier.

Paolone - TRNG and the wonderful resource of information on the site. Without it, this project would not have been possible.

## [Websites]

Core-Design.com - Thank you for the fantastic resource of original tomb raider renders for my title screen and this booklet!

TombRaiderForums

TRSearch

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