

# TOMB RAIDER

WANDERLUST



by Joel

# About

After eight years since my last release, I finally found some time to build a Tomb Raider levelset and test out TombEditor. This is my love letter to the original Tomb Raider game.

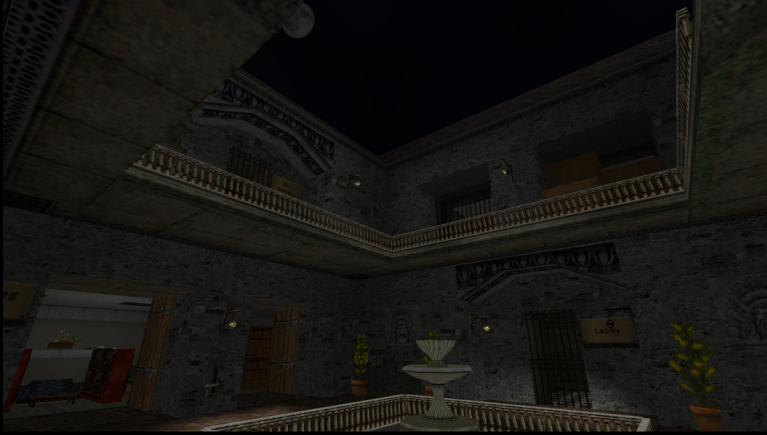
# Story

From where she stands, being an adventurer is all about the thrill of discovery at every turn and travelling to the farthest corners of the globe. And you get to keep a new shiny object for your collection, too.

Following whispers of a lost artifact hidden deep within the heart of Peru, Lara Croft sets out on yet another quest.

# Levels

## Raider's Overture



Lara infiltrates a cultural center to find clues about the location of a mysterious artifact.

1 secret

## Onwards and Upwards



Once again in Peru, Lara navigates through caves and canyons in search of a lost ruins complex.

3 secrets

## Eyes on the Prize



Daunting challenges, mystical temples, and remnants of an ancient civilization.

The hunt for the artifact comes to a close.

3 secrets

# Tools used

TombEditor

WadTool

SoundTool

TombIDE

Metasequoia

Adobe Photoshop

Audacity

# Credits

- MontyTRC and the TombEditor Team
- rr\_dash and the LostArtefacts community - TR1X (Tomb1Main)
- Core Design - objects, textures, animations, sounds and music
- Crystal Dynamics - textures, music
- Trinity - towel rack object
- Horus - ripped AoD textures
- pixabay.com - miscellaneous sound effects

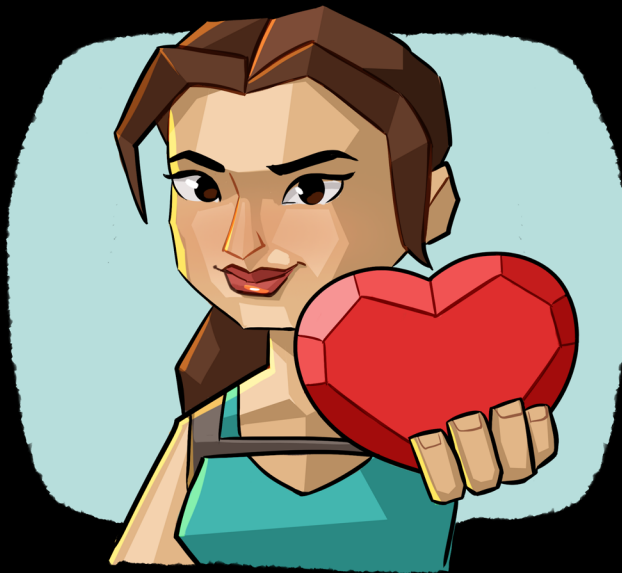
Also thanks to [trsearch.org](http://trsearch.org), [trle.net](http://trle.net) and [trcustoms.org](http://trcustoms.org).



# Beta testers

BlackWolfTR

Nanaki Azakee



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Special thanks to Szymon  
for all the motivation and  
support!

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# Miscellaneous info

- Mid-air turn, responsive jumping (as in TRII onwards) and all other awesome features are possible thanks to TR1X.
- Please do not tinker with Tomb1Main Config Tool. Changing some settings might result in game breaking bugs. Enable cheats if you want to play around or change UI settings to your liking, but nothing else.
- Croft Manor is just a bonus cutscene. Due to limitations, try not to press the Look button, as it breaks current scene. Also, opening inventory causes the music to desynchronize.
- Some players experience a game crash after using the Circuit Board in Level 1. To prevent the issue, don't move Lara for a couple of seconds after inserting it.
- Occasionally, a small floating rock object appears in random places in Level 3. Reloading the game makes it disappear.
- There are 7 secrets in the game, even though the final statistics screen says 10.

In case of questions, you can reach out to me via:  
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jstob on Discord

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Embracer Group and Crystal Dynamics.  
Original game created by Core Design.

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