



By BlackWolfTR

Hello!

Thank you for downloading my game ^^

I hope you will enjoy it.

Scroll down to see the story, info, potential issues,
tips and credits :)

STORY

In the 70s, in southern Utah, a UFO was seen flying across the sky and then crashing in the middle of a desert near a military base. However, when the curious reached the crash site, the wreck was nowhere to be found. U.S. officials have never really talked about this and have kept this incident a secret. Presumably, the wreck, and whatever was inside it, was moved to the nearby facility in order to be investigated and kept away from the public. However, in the present day, officials have lost power over the base, which now performs unauthorised activities and experiments related to the UFO. Lara has been hired by the government in order to infiltrate the facility to see and, if necessary, to stop what is happening there.

About the game:

After releasing "Into the Realm of Eternal Darkness" in 2023 I took a break from building. The idea for "Escapade in Utah" emerged in 2024 or so - I wanted to return to building by joining my own "Classic Trilogy Competition" and this was meant to be my comeback level. However, after building a few rooms, I scrapped the project and continued my break. At the end of May 2025, I returned to TRLE again, reviving the project and starting it from scratch. Finally, after more than 7 months of building, it is finished and ready to release. It's my first level after a one-and-a-half-year hiatus :D

Known Issues/Tips:

- Feel free to customize the settings of the game in tomb3_ConfigTool
- All the timed switches are marked with an hourglass.
- Unfortunately, the ambient soundtracks can sometimes mess up and, for example, a cave ambient can play outside in the desert. If this happens, just reload the game and the correct ambience will play.
- The level is meant to be played with Tomb3, so do not delete, change, or update the exe file, or something may break.
- The final statistics show that there are 10 secrets in total but this is false. In reality, there are **only 6** (3 in the first level and 3 in the second one). It's a bug which is not really possible to fix at the moment.
- In the third level there is a switch puzzle. You need to wait a few seconds after pulling the correct switches for the trapdoor to open.

Credits

Thanks to the beta testers:

- DennyCroft
- K175UN3
- Leoc1995
- LoreRaider
- Mahetus
- Neltharion
- PedroCroft_
- Polar_Bear_Raider
- Sabatu

Assets used:

- Cook in TR3 by Leoc1995
- Alien enemy by Seth94
- City objects pack by A_De
- BtB2018 - Space Package by Tomb Raider Community
- BtB2020 - Tibet Package by Tomb Raider Community
- Original assets of Core Design
- Laser static by Neltharion

Tools used:

- TombEditor
- WadTool
- TombIDE
- SoundTool
- GIMP
- Paint
- Audacity
- Blender
- Metasequoia
- Nano Banana AI
- ChatGPT
- QuillbotAI

Thanks to Troye for his awesome Tomb3.

**Thanks to Mahetus and Lahm86 who helped me to increase the
savegame buffer limit and Tony's HP.**

Thanks to everyone who helped me to make this game possible.

And of course thanks to everyone for playing :)

Contact & Media

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