

# **Tomb Raider: Under Fire**

## **by Samu**

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### **Story**

Marco Bartoli has partnered with Von Croy Industries to develop a groundbreaking technology capable of converting entire neuronal circuitry of a brain into a digital format. According to rumors, Area 51 has donated them aliens to be used in this mind-extraction process. Their ultimate goal is to harvest the most intelligent minds on Earth and fuse them into a super intelligent AI. Needless to say, only bad things can result from this.

Knowing Lara's capabilities, Bartoli and Von Croy have captured her, planning to extract her mind and integrate it into their new AI. Escape the madness before it's too late.

### **Author's notes**

This is a short and highly action-packed level which I created to familiarize myself with Tomb Engine. If you have played my previous levels, you may have noticed that I like fairly challenging levels, and this level continues that trend. It could be too challenging for some players.

The level features limited ammo for all weapons. However, there is enough ammo to kill all the enemies assuming that you pick up most of it (ammo should be quite easy to find).

Sometimes enemies drop items that you need to progress in the game. If you are very unlucky, an enemy could drop an item inside a corpse, making it hard to see.

If you want the level to feel more traditional, disable target highlighter and interaction highlighter in options from main menu.

### **Credits**

Tools used to build this level:

- Tomb Engine, Tomb Editor, WadTool, and SoundTool by Tomb Engine team
- Krita

Objects:

- Core Design
- Vandersweater (Lara's outfit, models for uzi, shotgun, and their ammo)
- Ruu11 (models for medipacks)
- Cornchild (VCI laser guard)
- Baddy (helicopter)
- MrNiceGuy (horizon)

Textures, music, and sound effects:

- Core Design

### **Disclaimer**

This game is not made by Core Design or Crystal Dynamics. This game must not be sold or commercially exploited in any way.