

TOMB RAIDER III

Adventures of Lara Croft

When the sailors reached the altar where the meteorite was still locked into the earth, they found and unwittingly looted the four artefacts placed there... One of these sailors kept a journal as they headed back to England. Only he was to make it home.

Present Day

The research company started to make excavations deeper into the ice. Readings taken from the rock indicated traces of a previously unknown material. This material appeared to have the potential to multiply and alter hock genes – the genes which determine the make-up of living organisms. These alterations were therefore capable of evolving a greater diversity of life.

Within this rock were the next most important findings in genetics and evolution since Darwin – a progression that he ironically just missed when they uncovered the body of a European, perfectly preserved in the ice. Scratched on his tombstone was the name of the boat he sailed on. Following this information, they located the shipmate's journal and set about searching for the artefacts lost by the sailors...

Lara, meanwhile is in India searching for one of these artefacts. Unaware of its true history, she only knows that in local beliefs it was supposed to hold great powers and has been revered by tribes there throughout the years...

And so the adventure begins...

Product Overview:

Tomb Raider III combines the best elements of its two predecessors:

- Tomb Raider I – its atmosphere, vast locations, puzzle-solving and exploration elements.
- Tomb Raider II – its action and use of vehicles.

The combination of these elements offers the player an environment that features more of a 50-50 balance between exploration and action elements.

Tomb Raider III – its non-linear levels present the player with more than one route to complete each level. There is also a new structure for the order of gameplay: Tomb Raider III contains 5 separate « adventures – which link together. After completing the first adventure, the following three may be played in any order, before the fifth level brings the game to its conclusion. A new save-game system has also been implemented, offering « easy – and « difficult – options.

Improved artificial intelligence allows more sophisticated combat techniques since enemies react far more realistically – they may even run away when initially approached. It is now possible to sneak past some of the enemies and duck behind objects whilst shooting.

As well as a completely new landscape system that allows far greater detail than the previous games, Tomb Raider III incorporates a variety of new elements such as multi-coloured lighting, weather effects and more realistic execution for flames, explosions and water surfaces. All elements have been designed to give the game more depth and the player more satisfaction!

Main technical improvements:

- Multi-coloured lighting.
- Improved Dynamic lighting.
- Improved enemy AI.
- New landscape system (incorporating triangles) for smoother surfaces and architectural structures such as domes, arches, vaulted ceilings. Organic structures and rocky floors are possible with the new system.
- Improved texture palettes for greater detail.
- Improved water effects (rippling, transparent water) and new reflection effects.
- Faster game engine.
- Semi-transparencies on any surface e.g. shafts of light.
- PlayStation Specific: Hi-Res (from 384 x 240 to 512 x 240). Supports Dual Shock Analogue Pad.

New moves:

- **Dash** Lara will have the ability to dash at high speed for several seconds, allowing her to avoid time-based traps.
- **Dash & Dive** A dive is added after the dash to enable Lara to leap through closing doors etc.
- **Duck** Lara can duck to avoid flying missiles.
- **Duck & Crawl** Lara can proceed forward and backwards in the crawl position.
- **Monkey Swing** A jump and grab will enable Lara to swing around certain parts of the levels.
- **Door try if locked** Lara will attempt to open a locked door by repeatedly turning the handle and shoving it (instead of simply saying NO)
- **Swimming strafe** To make swimming underwater more controllable, a strafe move is included
- **Wall jump** Instead of colliding with a wall whilst jumping, more skilful players will be able to wall jump backwards.
- **Push & Shove** Lara will be able to shove/charge through certain doors and scenery eg. Kick down weak doors.
- **Rope Swing** The rope swing will be similar to the death slide, in that Lara will be able to hold the rope, swing and release at any time.
- **Water currents** These will affect Lara whilst she swims on or under water.

Improved existing moves:

- **180 degree Spin** This will be simplified to the standard roll whilst standing.
- **Throw** An under-arm log will replace the existing movement.

Cosmetic enhancements:

- Leaves blowing around the floor areas.

- Footsteps in snow and sand.
- Weather effects such as snow, wind and rain.
- Effects such as fog, mist and darkness.
- Birds flying around certain environments.
- Particle-system for in-game flame effects.
- New costumes for Lara.

For further information contact:

Susie Hamilton
PR Manager
Core Design Ltd
55 Ashbourne Road
Derby DE22 3FS
England

Tel 00 44 1332 297797
Fax 00 44 1332 381511
susie@core-design.com