

# TOMB RAIDER

## INTRODUCTION

TOMB RAIDER aims to set the standard for 3rd person action/adventure games. With 3D environments, varied camera angles and an smoothly animated player character, TOMB RAIDER will be the player's introduction to a new genre of computer entertainment.

The ultimate objective of the game will be to discover the hidden secrets of six ancient artifacts. These artifacts are being held in various remote locations throughout the world. As the two artifacts are brought together they create an intricate web of influence power.

# TOMB RAIDER

© CORE DESIGN LTD., 1994

## GAME DESIGN DOCUMENT

(IN PROGRESS)

VERSION 1

16.12.94

# TOMB RAIDER

© CORE DESIGN LTD., 1994

## INTRODUCTION

TOMB RAIDER means to set the standard for 3rd person perspective, 'corridor/maze' games. With 32,000 colours to play with, a massive diversity of atmospherically rendered 3D environments, varied virtual camera angles and an awesomely animated polygonal game character, TOMB RAIDER will take the player into undreamed of areas of gameplay entertainment.

The ultimate objective of the game will be to discover the whereabouts of six ancient artefacts. These artefacts can be found in various 'tombs' (hence the title) in a variety of locations throughout the world, and when combined together, they create an incredible object of awesome power.

In two unique departures from standard games of this type and genre, TOMB RAIDER will not only enable the player to operate an awesomely animated, on-screen, controllable game character, composed entirely of shaded polygons, but will completely immerse the player in the background story. Using cinematic cut-sequences, inserted after each level in the game, the player will become embroiled in an adventure which spans the globe - and beyond...

## THE STORY

Erstwhile archeologist and professional cat-burglar, *Lara Cruz*, is hired by arms manufacturer and multi-billionaire, *Willard Stirling*, to recover a number of legendary artefacts from various ancient sites around the world.

Unbeknown to Lara Cruz (and the player), Stirling wants these artefacts because, when fitted together, they create a device known as the *Cucurbite*, that can warp space and time, creating a doorway to a myriad of alternate worlds. Stirling is a renegade from one of these worlds, a deposed despot, banished to Earth many thousands of years ago by his own people, known as the *Nephilim*. Stirling has been searching for a way back ever since then - specifically, for the six pieces of the legendary Cucurbite, which was broken up into six pieces and disseminated to various sites around the world immediately following his exile.

## THE STORY continued....

Now he has finally discovered the exact locations of the six parts comprising the Cucurbite and hires the one person whom he believes is the best candidate for the job of recovering them from their ancient tombs - Lara Cruz.

The above plotline (notably, the revelation that Willard Stirling is, in fact, a transdimensional renegade) will gradually be made clear to the player via the aforementioned, between-level cut sequences (these cut sequences utilising the actual game engine, i.e., using character models and rendered backgrounds from the game itself).

Of course, the above sequences may be skipped by the player if he/she so desires, with the game, therefore, working on two distinct levels: as a straight, level-by-level, progressive, 3D shoot-em-up, or as a progressive, 3D shoot-em-up within a narrative context - the inclusion of this last level thereby adding greater gaming depth to the TOMB RAIDER experience.

## THE GAME

Theme	3D ACTION ADVENTURE
Style	THIRD-PERSON CORRIDOR/MAZE
Target Age	16 AND UPWARDS
Machines	IBM PC, CD-ROM, SEGA SATURN, SONY PLAYSTATION, JAGUAR CD, 3DO
No. of Players	1 PLAYER

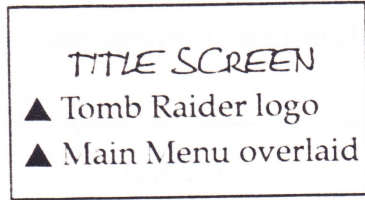
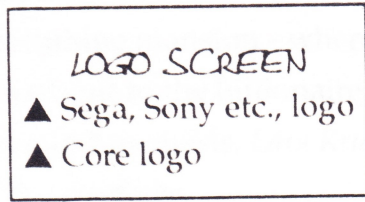
## Overview

TOMB RAIDER will comprise 7 interior locations, 6 of these being the ancient sites containing the artefacts which the player, in the guise of Lara Cruz, must find and recover. Each location must be completed and the primary quest object (the artefact) collected in a chronological order of progression.

Each interior location will be created as a full, non-linear, 3D environment, with the player's polygonal character moving through it in real time. Each location will have pick-ups scattered throughout along with numerous puzzles to complete and a variety of obstacles, traps and enemies to overcome.

# GAME STRUCTURE

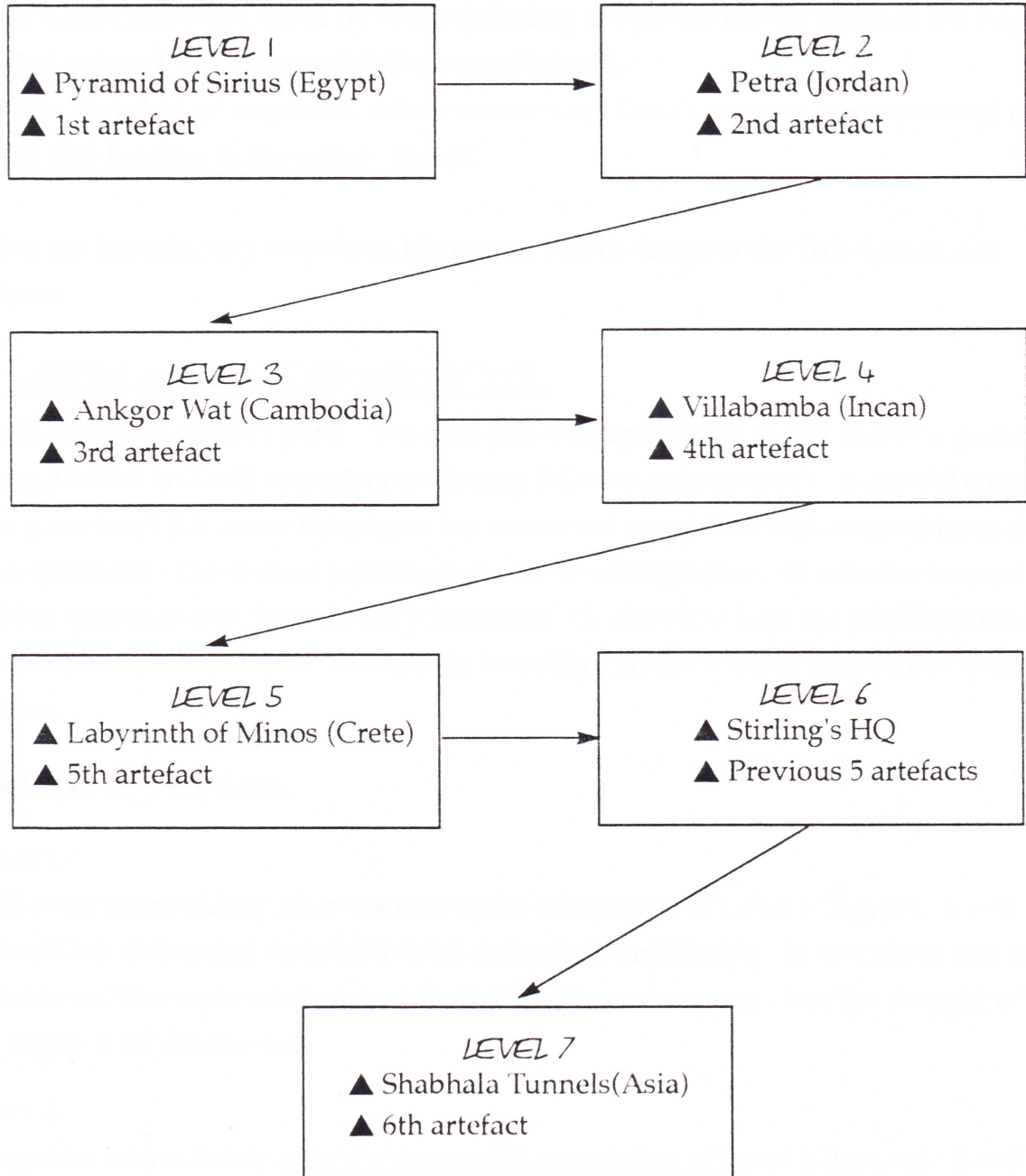
The following diagram outlines the overall structure of the game:



# GAME CHRONOLOGY

TOMB RAIDER will comprise 7 game levels, these being the interior 3D locations through which the player must progress. The 6th game level will take place in Willard Stirling's labyrinthine mansion - where the player confronts the latter, steals back the five artefacts she has sent to the billionaire, and destroys him - but not before Stirling has despatched her arch-nemesis, *Lars Kruger*, and his army of mercenaries to track her down and get back the artefacts.

The following diagram outlines the chronological progression of the game:



## INTRODUCTORY SEQUENCE

This will begin immediately after the Logo Screen (showing the pertinent company logos) has been displayed and immediately before the Title Screen. The Intro Sequence may be skipped by pressing any button on the relevant control pad. This will take the player to the Title Screen.

Presented in the form of an animated sequence, utilising the actual game engine, (i.e., using character models and rendered backgrounds from the game itself), the Intro will-

- #1. Introduce the player to his/her game character - Lara Cruz.
- #2. Show Lara Cruz being hired by Willard Stirling to recover the six artefacts for a great deal of money ('half now and half on completion').
- #3. Show a 'Travel Map' sequence, where we see Lara Cruz's journey across a world map to the first location in the game - Egypt.

Following the introductory sequence, the player will be taken to the Title Screen and Main Menu.

## BETWEEN-LEVEL SEQUENCES

These will be in two distinct parts. The first part will update the player as to the game's unfolding plotline and will appear immediately following the player's successful completion of a game level (i.e., once the player has recovered an artefact and escaped from the 'tomb' in question). The second part of a between-level sequence will take the form of a Travel Map sequence (see 'Introductory Sequence' #3. above), where the player watches Lara Cruz's plane, train, ship or automobile travelling across a world map to her next destination.

### Sequence Synopses

#### Sequence 1

This will occur immediately after the successful completion of Level 1 (Egypt). It will show Lara Cruz delivering Artefact 1 to an emissary from Stirling. In voiceover, she says that she doesn't like to do this because he (Stirling) is such a creep - but the thought of the money makes it all worthwhile.

#### Sequence 2

This will occur immediately after the successful completion of Level 2 (Jordan). It will show that, this time, the emissary from Stirling is Lara Cruz's long-time nemesis, Lars Kruger. Kruger takes the artefact from her and warns that he is watching her every step, just in case she decides to get lightfingered with the artefacts. In voiceover, Lara Cruz ruminates on how it's 'nice to be trusted by your employer'.

## Sequence Synopses continued...

### Sequence 3

This will occur immediately after the successful completion of Level 3 (Ankor Wat). Lara Cruz has the third artefact examined by a scientist who informs her that it is composed of elements 'not of this planet'. We see her hand it over to Kruger and in voiceover ponder on the real reasons behind Stirling's desire for the artefacts.

### Sequence 4

This will occur immediately after the successful completion of Level 4 (Villabamba). After handing over the fourth artefact to Kruger, Lara Cruz meets an elder (a sort of Indian Shaman) in a nearby village, who tells her of a myth concerning a war in the heavens between the 'Star People' (otherwise known as the *Nephilim*). One of their number, a deposed despot, was cast down to Earth and exiled here, with no way of returning to his own world. In voiceover we hear Lara Cruz wonder whether Stirling is that 'deposed despot' from the stars...

### Sequence 5

This will occur immediately after the successful completion of Level 5 (Crete). Lara Cruz hands over the fifth artefact to Kruger and decides to follow him back to Stirling's secret HQ. In voiceover we hear her saying how she means to steal back the artefacts because she has reason to believe that, when pieced together, they create the legendary *Cucurbite*, which can 'harness the power of the stars' - too much power, she believes, for a creep like Stirling to command.

### Sequence 6

This will occur immediately after the successful completion of Level 6 (Stirling's HQ). Level 6 will involve Lara Cruz battling a Willard Stirling transformed into his real Nephilim identity (a Godawful monster) for the ownership of the five artefacts. If and when the player defeats Stirling, he/she will be shown a sequence involving Lara Cruz's escape from the HQ, on her way to recover the sixth and final artefact - closely pursued by Lars Kruger and his gang of mercenary cutthroats...

## END SEQUENCE

This will occur immediately following the successful completion of Level 7 (Shabhala). It will show Lara Cruz piecing together the six artefacts. As she does so, we hear her, in voiceover, telling of how the *Cucurbite* was believed to open a gateway into transdimensional space. As she slides the last artefact into place, blue tendrils of light lash up her arms. The screen whites out in a terrific explosion, which fades to reveal the *Cucurbite*

## END SEQUENCE continued...

lying smoking on the floor, with no sign of Lara Cruz. We next see Lara Cruz spinning through a vortex in the space-time continuum - to land with a thump in a dark and foreboding place. The red eyes of a terrible beast loom out of the darkness. Lara Cruz whirls to face it, her guns already drawn, and we *freeze frame* - the words TO BE CONTINUED... superimposed across the scene. Roll credits... (*cue sequel*)

## GAME CHARACTERS

### Lara Cruz

Erstwhile archeologist (a Phd in Archeology and Comparative Mythology from Oxford) and professional cat-burglar (Lara's father was a Major in the Special Air Service and he taught her all he knew regarding survival skills and the use of weapons), Lara Cruz is a force to be reckoned with. Lara's a *babe with a brain* and by including her as the player's game character we hope to inveigle a much neglected sector of the target age group, namely, young females. Which doesn't mean to say that we are ignoring the male members of the gamesbuying public. The fact that Lara is a *total babe* will add more than the requisite proportion of adolescent sex appeal to the game. Males aged 18 to 24 are our target age group, and I do not feel that males of these ages will be put off by playing a female game character (especially not a character who looks like Lara Cruz); they are more mature than the usual 11-14 age group and will not balk, in the comfort of their own rooms (this is a one-player game, after all) at playing a *mere girl*.

### Enemies

Basic enemies in TOMB RAIDER will be largely level-specific, that is, their characteristics will be defined by the locations in which they appear. However, generic, inter-level enemies will be included to give consistency to the gameplay (it's always nice when you recognise a baddie and know how many shots it takes to kill it).

Fundamentally, the enemies in TOMB RAIDER will fall into two definite categories:

#### Level-specific Enemies

The precise characteristics of these will be defined by the locations in which they appear. For example, in the Egyptian level, inside the Pyramid of Sirius, the enemies will be Ancient Egyptian in nature: mummies, gods and mythical figures from the Egyptian pantheon.



## Artefact Guardians

These will be generic, in as much as they will appear on every game level, in every location. The Artefact Guardians will appear only when the player is nearing his or her goal (the artefact) and their appearance will act as a signal to the player that he/she is in close proximity to the quest object (the artefact). The Artefact Guardians will take the form of terrible alien beasts, placed in the tombs by the Nephilim to guard the artefacts from grave robbers and the like. The player will hear the Guardians before he/she sees them - the chilling sound of a huge iron door being opened, followed by the Guardians' gutwrenching howls echoing through the tomb!

## CONTROL

TO BE DISCUSSED

## SCREEN DISPLAY

TO BE DISCUSSED

## MAPS

TO BE DISCUSSED

## USE OF WEAPONS

TO BE DISCUSSED

## PICK-UPS

TO BE DISCUSSED

## LIVES & CONTINUES

TO BE DISCUSSED

## Player Continue Sequence

TO BE DISCUSSED

## Player Die Sequence

TO BE DISCUSSED

## TOMB RAIDER - SYNOPSIS

The following is a synopsis of the game, outlining the probable details for each location:

TO BE DISCUSSED

SOUND

TO BE DISCUSSED

SPECIAL LOCATION EFFECTS

TO BE DISCUSSED ACCORDING TO FORMAT

BACKGROUND & LOOK AND FEEL

TO BE DISCUSSED

MARKETING & PROMOTIONAL ACTIVITIES

TO BE DISCUSSED

GAME CREDITS

Programmer  
PAUL DOUGLAS

Production Artist  
TOBY GARD

Game Design  
PAUL DOUGLAS  
TOBY GARD  
GUY MILLER

Creative Manager  
GUY MILLER

Produced by  
JEREMY SMITH

TOMB RAIDER is a CORE PRODUCTION

© CORE DESIGN LTD., 1994