

TOMB RAIDER GAMES

starring

LARA CROFT

Tomb Raider games are third person perspective action-adventures for PlayStation and PC CD-ROM. The games allow the player extensive interaction and freedom of movement throughout highly detailed 3D levels.

The player assumes the role of infamous adventurer Lara Croft - a female version of Indiana Jones, but with an even bigger attitude! Lara is an enterprising, independent character who must be guided through a series of turbulent exploits across the globe.

The games combine puzzle, platform and adventure elements and have been designed in such a way as to allow the player complete control over Lara. With her fearless acrobatic style, Lara is able to perform a wide variety of intricate moves as well as death-defying leaps, jumps and dives, leaving only a trail of empty gun-cartridges in her wake!

Upon its release in November 1996, Tomb Raider was critically acclaimed by both specialist and mainstream media. Sustained interest in the game throughout 1997 led to Tomb Raider and Lara Croft being featured heavily in mainstream media worldwide and Lara herself began her rise to fame as the industry's most recognised icon. Unprecedented coverage ran in the national press throughout the year, including *The Sunday Telegraph Magazine* and the *Telegraph 'Connected' Magazine* which both featured Lara on their front covers. Editorial in lifestyle magazines was also unprecedented: Lara featured on the front covers of UK magazines such as *The Face*, *FHM* and *Melody Maker*. In the US Lara appeared in such prestigious publications as *Rolling Stone*, *Time* and *Newsweek*.

Tomb Raider, Eidos Interactive and Core Design were nominated for 11 of the 1997 ECTS awards, the industry's equivalent of the Oscars. It was a triumphant night for Lara Croft, Core and Eidos as they swept the board, winning no less than 8 awards including 'Game of the Year', 'PC Game of The Year', 'Publisher of the Year', 'Developer of the Year' and the highly coveted 'CTW Gold Marketing' award.

2.

Tomb Raider II, released on November 28th, immediately established itself as the fastest selling game of all time. Sales for Tomb Raider II have easily surpassed those of its predecessor. Both games now total sales in excess of 9 million units worldwide.

Tomb Raider I and II have received numerous accolades from the specialist press, including 'Game of the Year', 'Adventure Game of the Year', 'PlayStation Game of the Year', 'PC Game of the Year' etc. Both games have also been awarded Millennium Product status by The Design Council.

November 1998 saw the release of the third Tomb Raider Game: Adventures of Lara Croft. Tomb Raider III immediately topped the charts, with sales that surpassed all expectations.

The Tomb Raider Trilogy of games has earned developer, Core Design, an unrivalled reputation in the field of software development. Lara herself is now the world's most famous gaming icon and is rapidly outgrowing the gaming industry to become a celebrity in her own right. The movie rights for Tomb Raider have recently been licensed to Paramount who will produce a blockbuster live-action movie for 2000, ensuring Lara Croft becomes a household name.

