

TOMB RAIDER GAMES

Developer: Core Design. Publisher: Eidos Interactive

Offering a mix of exploration, puzzle solving and combat, The Tomb Raider trilogy of games opens up a world of adventure for ages ranging from 15 to 50 years.

The games are state-of-the-art, third person perspective action-adventures available for PC CD-ROM and Sony PlayStation formats.

Tomb Raider games feature complete freedom of movement throughout highly detailed 3D levels that utilise the latest technology to create stunning effects and incredible realism.

The player assumes the role of infamous adventurer Lara Croft, guiding her through a series of turbulent exploits on her quest to recover ancient artefacts.

The Tomb Raider games have been critically acclaimed by the media and have received numerous accolades within the industry. Lara Croft herself has achieved unparalleled status as an industry icon. The three titles have sold in excess of fourteen million units world-wide to date.

Tomb Raider I and II and III have achieved unprecedented national press coverage including the front covers of The Sunday Telegraph Magazine and the Telegraph 'Connected' Magazine. Editorial in lifestyle magazines has also been exceptional: Lara has featured on the front covers of UK magazines such as *The Face*, *FHM* and *Melody Maker*.

Tomb Raider I and II have recently been awarded 'Millennium Product' status, successfully demonstrating their excellence in the field of information and communication technology.

A movie is also underway - Paramount Pictures will release Tomb Raider: The Movie toward the end of 2000, taking Lara Croft into the next Millennium.

Tomb Raider III, released in November 1998, immediately entered the leisure software charts at the number one position.

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