

# TOMB RAIDER

## Release dates

**Saturn**      **October 1996**  
**PlayStation**    **November 1996**  
**PC CD**        **November 1996**

**Tomb Raider is a state-of-the-art, third person perspective action-adventure game featuring complete freedom of movement throughout realtime 3D levels.**

## **Objective**

The aim is to locate and recover an ancient artefact known as 'The Scion', but eventually a far more important discovery will be made...

## **Characters**

The player assumes the role of the infamous adventurer Lara Croft - a female version of Indiana Jones. Lara is a sexy, aggressive character who must be guided through a series of turbulent exploits across the globe.

## **Gameplay**

Tomb Raider combines puzzle, platform and adventure elements. The game has been designed in such a way as to allow its many polygonal characters to interact almost seamlessly with their environment - Lara alone has over 4000 frames of animation that allow her to perform fluidly as she leaps, jumps and climbs. Her inventory holds useful items that can be collected throughout the different locations.

## **Locations**

The four extensive 'worlds' are each broken down into three main areas that also contain sub-locations. Tomb Raider's ancient ruins, pyramids and palaces, dungeons, corridors and tunnels all contain deadly traps, progressively complex puzzles and a variety of enemies.

## **Cameras**

Tomb Raider's massive 3D world is viewed from a third-person-perspective and features a state-of-the-art cinematic camera system that changes the viewing angle according to Lara's movements throughout the changing environments. An independent camera also allows Lara to look in any direction ie. Over sheer drops, up at the ceiling etc.

## **Cut Scenes**

Between locations, the player is treated to stunning action-based FMV sequences that furnish Lara with further clues and information about following sections of the game.