

# TOMB RAIDER

## UNFINISHED BUSINESS

PART OF THE EIDOS 'PREMIER' BUDGET RANGE

**RELEASE:** March 20<sup>th</sup>

**PRICE:** £14.99

**CONTENTS:** CD1 Tomb Raider I

CD2 Unfinished Business (4 levels) **ENCLOSED**  
Screensaver  
Desktop theme  
Electronic calendar

### THE LEVELS:

#### 1. Atlantis

Two expert levels of Lara's dramatic return to Atlantis - Lara has discovered the existence of a ruined segment of the alien city, allegedly containing a hive of surviving creatures guarding an alien hatchery. She must destroy the aliens before they infest the planet.

The idea behind 'Unfinished Business' was to create an alternative ending to the game, where Lara would come face to face with an almost overwhelming horde of alien creatures defending the 'hub' of their territory. It is pitched as an expert challenge, and is intended to be played as a continuation of the original game.

#### 2. The Shadow of the Cat

Lara returns to the city of Khamoon to discover the secret of the strangely beautiful cat statue, and sets off on a new adventure spread over two levels, following the trail of the cat to it's deadly and mysterious conclusion.

The cat statue discovered in the original game triggered off a series of ideas:

What if Lara returned to Khamoon to investigate?

What if the ruins had become flooded?

What if the cat statue actually pointed the way to an undiscovered tomb - dedicated to the legendary Egyptian cat-goddesses?

A story was developed with a very strong feline influence: motifs in murals, in hieroglyphics, benevolent cats that guide, malevolent cats out for your blood! Puzzles were developed based on the Egyptian interpretation of the nine lives of the cat.

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