

TOMB RAIDER III: Adventures of Lara Croft

Tomb Raider III combines the best elements of its two predecessors:

- Tomb Raider's atmosphere, vast locations, puzzle-solving and exploration elements.
- Tomb Raider II's action and use of vehicles.

The combination of these elements offers the player an environment that features a 50-50 balance between exploration and action elements.

Tomb Raider III's non-linear levels present the player with more than one route to complete each level. There is also a new structure for the order of game-play: Tomb Raider III contains 5 separate locations that link together. After completing the first location, the following three may be played in any order, before the fifth level brings the game to its conclusion. A new save-game system for the PSX format has also been implemented, using save-game crystals. There may either be used immediately or stored in Lara's inventory.

Improved artificial intelligence allows more sophisticated combat techniques since enemies react far more realistically – they may even run away when initially approached. It is now possible to sneak past some of the enemies and duck behind objects whilst shooting.

As well as a completely new landscape system that allows far greater detail than the previous games, Tomb Raider III incorporates a variety of new elements such as multi-coloured lighting, weather effects and more realistic execution for flames, explosions and water surfaces.

Main technical improvements

- Faster game engine.
- Multi-coloured lighting and improved dynamic lighting.
- Improved enemy AI and combat techniques.
- New landscape system allows complex architectural structures and organic surfaces / objects.
- Improved effects such as rippling, transparent water, reflections and semi-transparencies.
- PlayStation Specific: Hi-Res (from 384 x 240 to 512 x 240). Supports Dual Shock Analogue Pad.

New features

- Vehicles: kayak, quad bike, mine cart, underwater propulsion unit and dinghy.
- Weapons: semi-automatic, desert eagle and rocket launcher.
- Costumes: 5 new outfits

New moves

- Dash Lara has the ability to dash at high speed for several seconds, allowing her to avoid time-based traps. A dive can also be added to this move.
- Duck Lara can duck to avoid flying missiles.
- Duck & Crawl Lara can proceed forward and backwards in the crawl position.
- Monkey Swing A jump and grab will enable Lara to swing around certain parts of the levels.

Cosmetic enhancements

- Footsteps in snow and sand.
- Weather effects such as snow, wind and rain.
- Effects such as fog, mist and darkness.
- Birds flying around certain environments.
- Particle-system for in-game flame effects.