

LARA'S BACK!



in

TOMB RAIDER III ADVENTURES OF LARA CROFT

Lara Croft, the world's most famous cyber-babe, is back in November 1998 with the third instalment of the *Tomb Raider* series.

In a game **that** surpasses even her own earlier adventures, Lara travels the globe from the deserts of Nevada to the islands of the South Pacific. Tomb Raider III - Adventures of Lara Croft has a faster game engine **and a completely overhauled level design system as well as many brand new** features and improvements. **The game** consists of five levels, **three of which may** be played in any order. Lara has new costumes and new vehicles, plus new moves **such as a crawl, dash-and-dive and monkey-swing!**

Millions of years ago a vast meteor plunged into Antarctica. Pieces of the meteor **broke** off, but the core **remained** intact. The impact created a **lush** volcanic island **whose core emitted** a **strange** radiation. **This seemed to accelerate evolution** in the area. As Antarctica iced over, the basin of the island's volcano remained an oasis of life that was **later** discovered and inhabited by a Polynesian tribe. **The tribe harnessed** the life-giving energy of the meteor by positioning four of its pieces around the core.

Over generations the tribe and their animals become genetically altered and disfigured. Centuries later, the volcano **erupted**, causing the Polynesians to flee the island, setting a curse on it as they **left**.

In the 1830s, as Darwin **travelled** the globe searching for specimens, he and his team **stumbled** across the ruins of the ancient Polynesian settlement. Unwittingly, they **looted** the four pieces of meteorite the tribe had used to harness the energy from the meteor's core. All members of the team later **died...**

more...

/2...Tomb Raider III/Eidos Interactive

Many years later, excavations by **scientists** in the Antarctic uncover a material with the ability to change the genes that determine the make up of living organisms. They also find the journal of one of Darwin's team and set about searching for the lost meteor pieces documented in its pages.

Meanwhile, Lara is India, also searching for one of those pieces. Unaware of its history, she only knows only that it holds great powers and has been revered by tribes there throughout the years. And so the adventure begins...

GAME ENHANCEMENTS AND FEATURES

Lara will now be able to:

- duck
- crawl
- dash for a limited period
- dash and dive through closing doors
- monkey swing
- rope swing

Cosmetic enhancements include:

- leaves blowing around the floor
- water currents
- Lara leaving footsteps in the snow and sand etc.
- birds flying around
- effects such as mist, darkness, rain and snow
- new costumes for Lara

Technical improvements include:

- faster game engine
- multi-coloured lighting
- improved enemy Artificial Intelligence
- new landscape system for more detailed surfaces and structures
- new water surfaces and reflection effects
- new transparency effects for rays of light, mist, water etc.
- new vehicles

PlayStation specific

- hi-resolution (from 384 x 240 to 512 x 240)
- supports dual shock analogue pad

Title:	Tomb Raider III - Adventures of Lara Croft
Credit:	Eidos Interactive
Release date:	November 1998
Format:	PlayStation/PC CD ROM
Developer:	Core Design
SRP:	£44.99/£39.99