GAMES

SPECIAL EDITION

LARA EREET

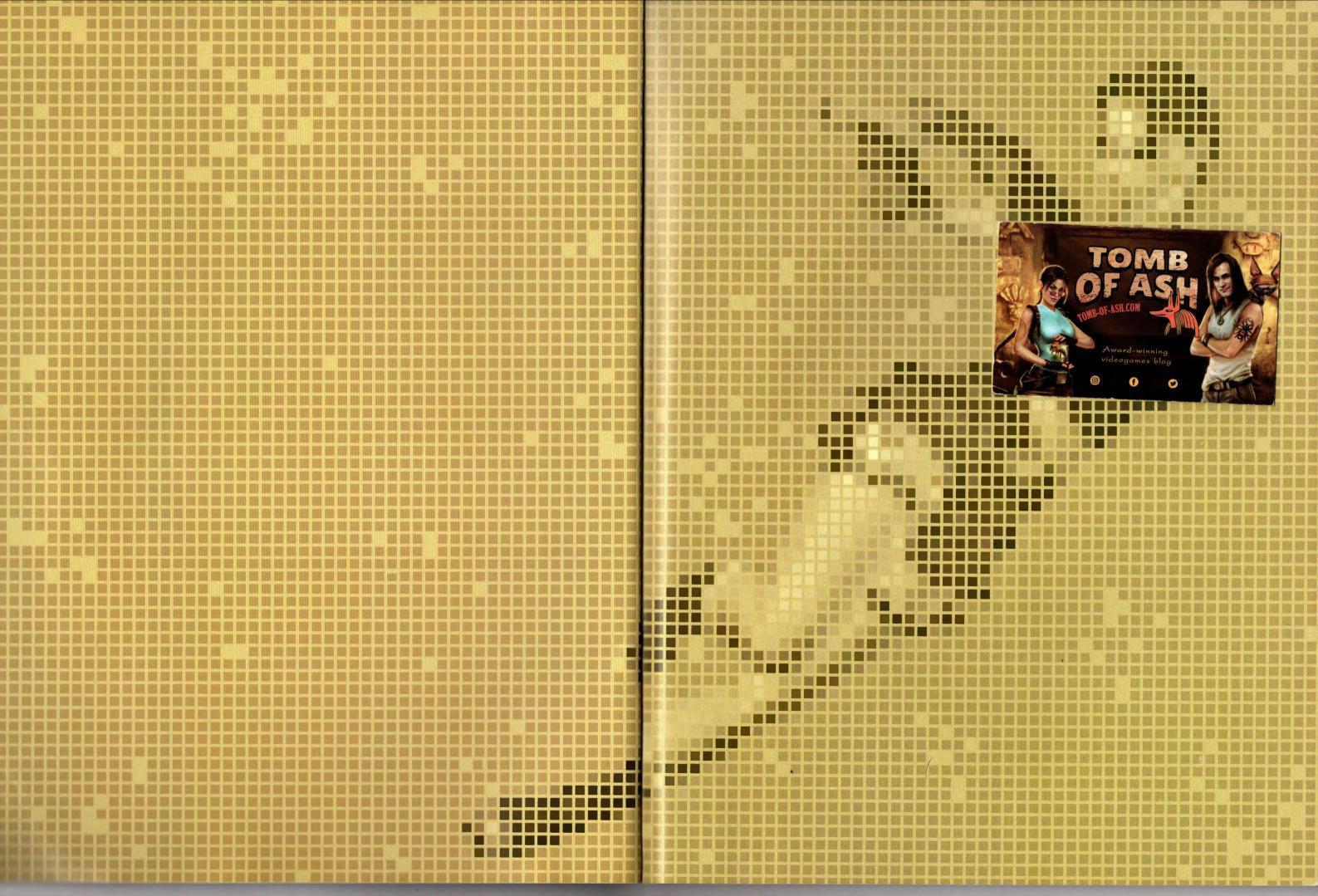
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THE OFFICIAL COMPANION

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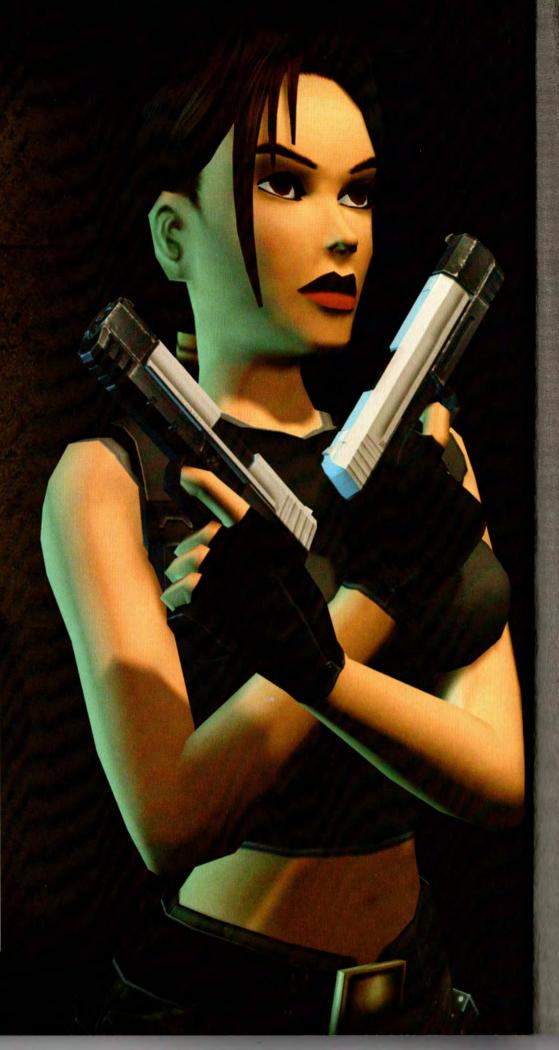
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Computer and Video Games 2003

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Your definitive record of all Lara's adventures: where she's been, and when, and in which game. It's all presented in the coolest timeline ever to grace a page

Founded in 1988, Core Design was assembled by Jeremy Heath-Smith with a small group of developers from the Sheffield based Gremlin Graphics. The company focused on quality over quantity, slowly expanding their personnel and output of titles as the years passed. One of the first employees was Jeremy's brother Adrian, over the next decade the brothers grew the company from obscurity to worldwide acclaim.

Dangerous liaisons

Core's first hit emerged in 1989, a 2D adventure game named after its hero Rick Dangerous. Rick was an archaeologist who explored the deadly labyrinths of a forgotten

Mayan temple. Searching for magical artefacts and battling with temple guards It's easy to assume a link between Rick Dangerous and Lara Croft. Throw in Rick's jumping, crawling and climbing abilities and the template for Tomb Raider is practically complete.

A few years later following a string of technically impressive but commercial flops, Jeremy called for a meeting with his staff, having heard of a new console in development called the PlayStation he asked for dynamic proposals that would benefit from the new "miracle machine." "That's what he said to the whole of Core," says Toby Gard, one of Core's employees at the time. "We need new game designs for this new machine that can do anything."

"There were only about three or four of us that had ideas to put forward and I put forward the idea for Tomb Raider," says Gard. "I had drawings and I explained what the concept was and most people looked at me like I was a bit crazy. But that was where it started off."

"Toby stood up and said I've got this idea about doing a game based on pyramids," says Jeremy Heath-smith. "I've always wanted to do a game based around pyramids too. For some reason I really fancied this idea about pyramids with a Pharaoh, and having to go tunnel under the pyramids. It was just as silly as that. It didn't have characters, it was more conceptually let's do a game based on pyramids."

"I pitched it as Virtua Fighter type characters in a kind of Ultima Underworld type setting," says Gard. "A 3D corridor style Doomy game but with a 3D character, and the whole trick of it was that it was going to be directed a little bit like it was a movie. I drew out a series of storyboards that showed how the gameplay would work, that showed a character running down a corridor and shooting things and the camera looking down from behind the character into pits and stuff, doing some vaulting about and all this kind of nonsense."

So, in 1993, Tomb Raider first appeared on the proverbial drawing board. The design brief was for a cinematic adventure with elements of exploration, action and puzzle solving. All held together with a strong storyline.

Toby decided he wanted to stray away from the Doom style of gaming that was so popular at the time, after all, this wasn't a shoot 'em up. The simplest way to achieve this was to switch the viewpoint from first-person to third-person, allowing the player to watch their actions via an on-screen character.

However, the proposal hit an early stumbling block. "It wasn't accepted at all initially," says Toby. "Although Jeremy liked the idea there were no programmers that would touch it. They thought it was too difficult because at the time no one had done anything like it. No one in the company had done anything 3D. The whole idea was just terrifying to the programmers."

A couple of months passed, Toby continued to work on the design, convinced that his radical idea was achievable. With the decision to make a third-person adventure, the project faced another major hurdle: who was the hero? Toby thought the two unique selling points would be the cinematic imagery and that you could see the character. Now he needed to create that character.

Congratulations: it's a girl

Weeks of design work followed but the endresults always seemed to reach the same dead
end - he's too similar to Indiana Jones. "The
male character was in for several weeks," says
Jeremy Heath-smith. "He didn't have a name
and as soon as I saw him it got binned,
because he was Indiana Jones, just give him a
whip. He had the hat, the coat - it looked brilliant, but it was Indiana Jones. I said I don't think
George Lucas will be very pleased with us if we
use that." The potential lawsuit made Toby and
Jeremy rethink, instead of a male lead. Gard
started toying with the idea of a female.

"It wasn't necessarily going to be a female character," says Gard. "I designed a couple of characters, one was a girl and one was a bloke.

INFLUENCES

(below)

An advert that appeared in Computer and Video Games magazine for Rick Dangerous - an early Core Design game, many thought had inspired Tomb Raider

bottom)

Lori Petty as Tank Girl, one of the characters cited as an influence on the development of Lara Croft

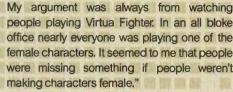




Toby Gard, the man who created Lara Croft but famously left Core Design before Tomb Raider hit the big time. Toby now runs his own development studio

(left)

Neneh Cherry, the famous singer, also said to have inspired certain aspects of Lara's character



Until now, a female lead in a game was considered commercial suicide. As Jeremy Heath-smith puts it "There weren't any girls in videogames at all then. Sure there were a few single women figures, for example in Virtua Fighter, but still no games that revolved completely around a heroine."

With the decision made to break with convention the male character was binned, confined to the delete button "and sadly wiped off the computers forever," says Jeremy. "How sad is that? How cool would it be to actually see it now?" But did the potential hero ever have a name? "I think it was Fletcher Christian," jokes Toby. "The lost hero of Tomb Raider, he had a really hairy chest too!"

During this period Core continued to employ new staff, one new employee through the doors was programmer Paul Douglas. "I collared him the first day he arrived," says Gard. "I said 'right, you want to be working on this game,' It's difficult to say no when you've just arrived at a new company. That was it, both of us wanted to get it done after that and they gave me a second chance to re-pitch the damn thing."

Gard and Douglas produced a five-page overview that Jeremy approved. Tomb Raidel was now officially in production.

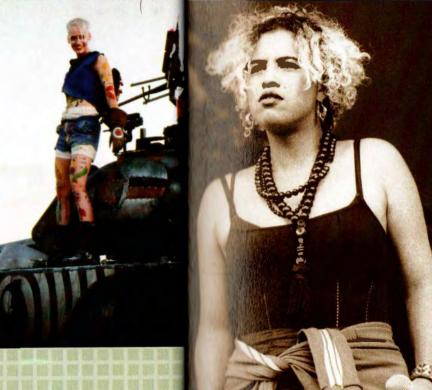
What's in a name?

Although Core had now settled on the female lead, they still hadn't decided on a name for their heroine. It seems a simple decision, but in game design even a character name can be subject to the marketing men. A number of names were flirted with, or rumoured to have existed, the original name that all parties agree on is Laura Cruz, then later Lara Cruz.

"Guy Miller came up with it, because coming up with names isn't my thing," says Gard. "In the initial proposal phase he helped put together some of the documentation for the pitching and he came up with the name because I wasn't keen on making names. So Laura Cruz."

"The Americans couldn't say it," says Jeremy Heath-smith. "They couldn't say Laura, they couldn't get their head around it. It's the way they pronounce the 'aur'. It gives you a headache. They said we find that really hard and we were like fine, we'll just change it."

"I didn't like the fact she was named Cruz because it didn't fit in with making her very



English," adds Gard. "So one day we sat down with the phone book and started looking through the surnames until we found one we liked. Croft. Hmm, Croft Original that's very English, it's quite similar to Cruz isn't it? So we went with that."

Lara Croft was a name deemed suitable for both the US and European markets. Almost as an act of corporate defiance, as Lara became more accessible for the American market, her character became more British, as Adrian Smith explains "American's love upper-class English accents."

"She was made to be as quintessentially British as possible," adds Toby Gard. "It's generally held that unless you have an American hero you won't be able to sell a game in America. I thought that by deliberately reversing as many rules as possible, a female, strong, but not tarty. A British not American lead character, and American not British villains, we'd make something that was unusual and fresh."

The look of Lara

While her name was being debated, Toby Gard was struggling to get Lara to look like the girl we recognise today. "Lara Croft had a slow development process of sketching and resketching over several months. The game came first. What it was supposed to be, how it was supposed to play that was the main thing that I was thinking about. Doing the Lara part was the fun bit, sitting down and draw the characters trying to get into the mood of It."

Inspired by a variety of sources, the original look of Lara was more akin to Jamle Hewitt's Tank Girl. Toby was also drawn to Tank Girl's attitude, a punk renegade living in a post-apocalyptic future who enjoys violence.

"I was looking around at all different kind of places to try and get what I wanted. I wanted a character who was really spunky, a lot of attitude and very cool in their own right. Not a wimpy, soppy sort, I wanted the absolute opposite of that. I'm the type of person who can't live with characters or designs for very long if I don't feel confident with them. So she did change a few times. She went through three distinct designs before I settled on the last one. She went through a period of wearing slightly more military-looking clothes, but she looked too Nazi-like. For a while she looked like Neneh Cherry with baggy trousers and crop tops, but before long she found her hot pants and leotard and away we went."

"If anything she was looking more in the manga style," Says Jeremy Heath-smith about





The earliest designs for Lara were heavily influenced by Japanese 'manga' comic style.

Traces of this carried over to the early promotional artwork seen here, but due to technical limitations of the original PlayStation the in-same model was far more straightforward.







THE BIG BOSS

Jeremy Heath-Smith,
Managing Director of
Core Design, has
overseen Tomb Raider
from the beginning. He
approved the original
game and is Executive
Producer on both of the
Tomb Raider movies

some of the earliest attempts at creating Lara.
"If you look at the very early models of Lara, she has a very big head. Her head is massively out of proportion to the rest of her body. Toby did this. He accentuated all her features. So the initial look was a much more manga look. We toned that down because people's tastes change. Toby would have pushed that manga look all the way, but luckily the PlayStation and our technology at that time couldn't do it."

Once Toby sketched Lara in her now trademark outfit, he knew he'd found his star. "The very first drawing of her wearing the famous costume, that was it, I elaborated from there. There was really no sexuality in the game apart from the fact that she was quite well built, well out together. I think that all characters need to be visually appealing whether it's a male character a female character or some kind of creature, whatever it is it has to be something that people will want to look at and find interesting. Generally speaking I find that you get the strongest looking characters by making them as iconic as you can within the limits of what your considering to be your reality of the world. Iconic design means caricaturing and exaggerating."

With the star now fully born, Toby Gard and Paul Douglas got busy creating the game. "Within six months of us saying we like a female character let's go with a female it was locked down pretty quickly," says Jeremy Heath-smith. "It was locked down so that they could build the technology around it. That's the way that they worked at that time. They needed the model to proof out the old technology."

"For a large period of time it was Paul and me sitting in a room," says Gard. "We were working on trying to build up the basic technology. Like making a room for the character, building the character in 3D Studio Max. I spent a long time creating rendered prototypes of how the game would play, so people would get



The next step was to create low and high-resolution polygon models of Lara Croft. Allowing the team to concentrate on animating Lara for her adventure. With the construction of the technology and tools in full swing, Toby needed to decide on what exactly Lara would be doing in her game and where she would be doing it.

"I read up enormous amounts of material about myths and legends when we were in preproduction to try and get an idea where we should set things," says Gard. "I looked at all these different places like Angkor Wat. We wanted to do Angkor Wat bad, we tried, but it was beyond our technology to make that type of environment."

"I don't think there was a pre-set plan when we started it," Says Heath-smith. "The technology drove us. We've got this great technology that can display caves and build walls and we've got this great looking bird in it now. So I'd love to say it was all planned out beautifully but it wasn't. Twelve months in, Toby wrote the story and it was like we're going to start out here and get through here and then have a dinosaur, find traps and puzzles and all that sort of stuff. It was a natural way that the game evolved. There was no sit down and let's structure it correctly. It was far more creative."

Another contributor to Tomb Raider came onboard the project at this point. Vicky Arnold was a scriptwriter employed by Core, who helped Toby focus on the story and dialogue. "Toby would design the levels and Vicky would go through them and put any voiceover scripting that needed to go in," says Heath-smith. "Vicky would then add her knowledge of screenwriting into the voiceovers and the cut-scenes."

Toby claims that Arnold had a better grasp on where he was coming from than some others involved with the game. This understanding led to Vicky working on the origins and back-story of Lara Croft. "My initial backstory for Lara Croft was extremely sketchy," says Gard. "She's British, the whole plane crash and living in a mansion and that was as far as it pretty much went. I didn't get into enormous reams of back-story."

"Vicky was important to give Lara a kind of character," recalls Jeremy Heath-smith. "What Toby didn't bother with was giving her a character, so Vicky worked on character for Lara, giving her a date of birth, where she was born and so on."

Along with Gard and Arnold, Core's PR Manager Suzie Hamilton also contributed to Lara's history. "The most surprising thing for me was finding out how tall Lara Croft was," says Gard. "She's supposed to be short not tall, I read that Suzie had written that she's six foot or something crazy. How can you have proportions like that if you're six foot tall?' She's not, she's five six or something."

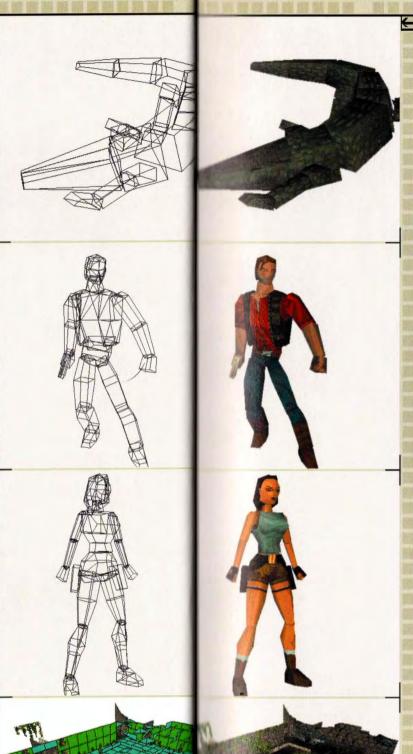
Voice of an angel

With a storyline and script the next element to be tackled was recording the dialogue. For the sequels voice actors were hired. However, a more unorthodox method was used for the original.

Lara's voice was "a combination of people," according to Jeremy Heath-smith. An actress was hired from an agency to provide most of the speech. Her name cannot be revealed for complicated legal reasons. However there were three other people employed by Core who were also responsible for giving Lara sound. "For the original Tomb Raider there was a mixture of grunts coming from Suzie Hamilton," says Toby Gard. "She provided the oohs and ahhs," adds Jeremy Heath-smith. "One of the level artists Heather Gibson did some of the grunts and groans," Says Gard. "I remember her being very embarrassed about doing some of the groaning." Remarkably, one contributor to Lara's range of groans and sighs was a man, Martin Iveson the sound effects designer for Tomb Raider. "His voice is in there," says Heath-smith. "Tweaked up to sound like a woman."

At this stage the Tomb Raider team was continuing to expand. "I was storyboarding out all the FMV sequences on paper so that either I could do them or others could," says Gard. "At the same time we were building up the team. We took on Gavin Rummery who did the editor for the environments and the Al for the bad guys while Paul was concentrating on the control system and Lara's movement. We got more people in to help out the building of the level process. Eventually, probably about six or seven months before it was finished we began working on the game in earnest, because it takes about that long to get everything in place. You've got your full idea for the story, you've got speech done and you've proofed most of your technology."

The team now had to construct the levels. "We sat down and brainstormed between us the ideas for the levels," Says Gard. "I would then create flow diagrams for exactly how each level would play through. Those would be handed off to the level builders at least for the



INCREDIBLE REALISM CIRCA 1996

Back in 1996 you would have been amazed at the astonishingly lifelike characters in Tomb Raider. Now, of course, it's hard to feel scared by this amusing box-like alligator. Lucky for her, Lara has aged far better than her male adversary

majority of the levels. By the end, the level designers were making their own levels off their own backs. When you let level designers off the leash they tend to make really hard levels so we left those for the last few."

As new levels were appearing, Lara's own abilities and animations were being tweaked as new possibilities for her adventure emerged.

"There was definitely a bit of evolution going on," says Gard. "Things like her being able to roll, forward turn, all this kind of stuff. We'd stay behind and play with stuff and when designers came in the next day we'd be like 'guess what she does today' so it was a bit of a surprise."

"Toby was fanatical," adds Heath-smith.
"When everyone else had gone home, he'd stay the extra couple of hours and play the level and adjust what she could do. Getting her abilities right was continual through the three years of development. You're working on the control of Lara right up to the last moment, we were continually adjusting and tweaking what she could do."

"The control system was based on the original Prince of Persia," Gard reveals. "If he does a running jump he can jump three blocks worth. Our whole system was based around these blocks and the fact that you could raise them up and the fact that Lara was basically three quarters of a block high in height, and she could directly jump up and grab hold with her fingers whatever it was a block and a half. Everything, whole levels were built with this very simplistic blocky form. We knew she could do a running and grab jump over four blocks distance, but you could also do one at an angle, if it was four blocks distance but the one you're jumping to is a guarter of a block lower. So it was very easy for the level artists, once they has an understanding of what her abilities were, to stick in as much to challenge her as they could. Anyone who's played Prince of Persia will say this is strangely familiar."

Animal attractions

Apart from the female lead, another maj component of Tomb Raider straying from the norm of early 90's videogames design were the enemies. "I wanted to make it feel realistic." says Gard. "I wanted everything in the early levels to be real things, not giant spiders, not giant crazy things but real stuff. I wanted people to suspend their disbelief so they felt that they were in a real place and that these were real things going on. It was a real person. I thought that really helped to build up the credibility of it all, so that when things start getting extremely weird at the end it will be more of a shock and a surprise. I didn't want loads of human beings killed because it just doesn't seem right to me. How you can have a hero and call them a hero if they're going around and blowing everyone's brains out? It doesn't seem right somehow. So then you have to look at animals or creatures that are dangerous."

Looking back Gard almost regrets the decision to include such dangerous animals as the main focus of Lara's weapons. "It's a problem I didn't even properly consider at the time because I thought we'll get a few dangerous creatures, but all the dangerous creatures in the world are endangered, that's the whole reason why they're endangered."

One enduring aspect of Tomb Raider and one that has remained throughout the series is the atmospheric score composed by Nathan McCree. "We knew we wanted this big John Williams feel," says Jeremy Heath-smith. "We had a CD for the first time that we could really fill, so we said to Nathan, go do it, you've got a CD, we want big and his creative juices went mad and off he went. He used to have his studio down in a cellar and we had to run an extension lead up the stairs. There was no light in the cellar, just a keyboard, him and a PC. How he never died I'll never know."

One of the last elements to be added was a training level. "When designing, you tend to have a room that most of the programmers use and that's the test room," Says Heath-smith. "It has everything that's feasible to the game in that test room. So she can climb on the walls and jump on things, avoid holes and try swimming. We were trying to work out how to include a training level. It was obvious to put it in Lara's house. The training level helps the players get acclimatised to the controls, because she's not straightforward and she's doing a lot of things, the way that she jumps and shoots and everything, it wasn't going to be easy to just throw you into a level, we wanted to teach you what to do. So the gym was ideal. You have Lara keeping fit in this cool country house."



This is the Level Editor used by Core's level designers to create the worlds Lara would explore "I built it over a weekend," says Gard. "It seemed liked a really good idea to stop people getting confused. I got a book out from the library on country homes. I found two pictures and took all of the materials for textures for her house from those two pictures. In those days you could scan in one image from a book and that could be your whole texture set. They're tiny textures basically so you can't tell they're from a book."

Although Tomb Raider took three years to reach completion Toby Gard remembers the process as being a rather smooth ride: "It actually went surprisingly smoothly considering the lack of overall planning going on."

Jeremy Heath-smith remembers the process as being a little bumpier. "On PlayStation we ran out of memory continually, not enough RAM to get the thing working properly. I know that was a continual challenge. I remember Sony coming up to look at it. They brought a code analyser because they thought the game was so spectacular. They brought this thing up that is worth millions of dollars to look at the code and that blew a few holes in what we were doing wrong. We went back and fixed those, and managed to get a bit of speed back."

"There was a vision and I was trying to do as much as I could to control what was going on," adds Gard. "There was no real producing or scheduling going on, so it was guite surprising.

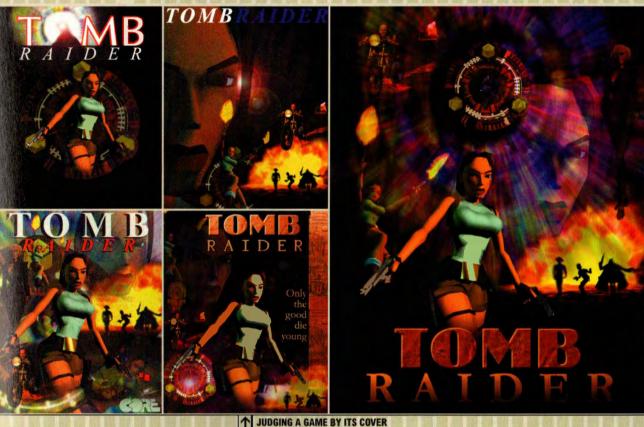
that it all got done and out the door in a reasonable frame of time. Mind you, a lot of that's because so many weekends were worked. We never seemed to leave the damn place."

Her name in lights

Before the release of Tomb Raider in November 1996, a marketing decision was made to add three more words to the game's title: Starring Lara Croft. "I don't know who it was, I'm sure there's about fifteen that want to take credit for it, but someone said we should call the game Tomb Raider starring Lara Croft," recalls Jeremy Heath-smith. "I thought why would anyone want to call it that? They thought it made it sound bigger and more movie-like. They forced us into doing it, which is the best thing that could have happened. I think by creating that 'starring Lara Croft' you suddenly created a new way of naming videogames."

The game was definitely a case of being the right product for the right time, caught up in a wave of girl power and attracting huge media interest. "You can't say it was Eidos that did that, it just happened," adds Jeremy. "The way the world was at that moment in time we just happened to have the right character to be there. Who was promoted in the right way and it took off."

"When something sells 30 million copies, I even think of 30 million I can't even



version we saw on the shelves

comprehend seeing what 30 million looks like. We knew two days after the first game was released that we had a mega hit on our hands, because everything went mad, the world went crazy. Even today I'm still learning the scale of it because we're working on a new one and we think it's going to be the biggest one yet."

Ten years later...

Did either Toby or Jeremy ever anticipate the overnight success? Jeremy recalls: "Back in 1993 Core was still independent and my original sales projections at that time said that Swagman was going to sell more than Tomb Raider. For the business plan I had Swagman at 40,000 sales, Tomb Raider at 25,000. How scary is that? That was based on how the market was back then. Of course, Mario came along and blew that market away and then Lara was there."

"While making it I was always convinced it was going to be huge," adds Gard. "I always thought people were going to think it's great. It was strange because a lot of people didn't feel that or think that when they were looking at it. There wasn't a lot of interest in Tomb Raider and often resources were going to other games rather than us because we weren't considered to be a very sure fire success within the company. Obviously we never expected what did happen, you can never expect it to become

The box art for Tomb Raider went the phenomenon the through many revisions before the great surprise."

the phenomenon that it became, that was just a great surprise."

Jeremy reveals one other surprise that Tomb Raider faced during the production's infancy: "We got a letter from Bernie Stolar at Sony America, rejecting Tomb Raider and knocking it back. He didn't like the concept. In those days you had to send in early concepts to get approval to get your game done. So we sent him the story with sketches and everything else. We got an official letter back approving Swagman and Shell-Shocked but not Tomb Raider, we just turned a blind eye and carried on regardless because we had UK approval."

Soon after the release of Tomb Raider, Toby Gard left Core to start Confounding Factor, his own development company. "It became a bit weird watching the phenomenon from the outside," says Gard, "It was weird to see her on buses and on television. It just kept going, when they announced the movie that was pretty insane and when they actually made the movie that was even more insane. That was pretty big." No longer a part of the Tomb Raider series, would he have done anything different with the sequels?

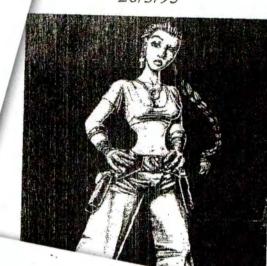
"I suppose I would have probably taken more drastic liberties with the original idea. Being mine, I wouldn't have been as scared to change the formula, but then that might or might not have been a good thing."

TOP SECRE

TOMB RAIDER

Game Design

Version 1.3 20/3/95



TOMB RAIDER 2.8.95; Version 1

THE PREMISE

Many millions of years ago an advanced humanoid civilisation Visited the Earth and settled here. They were called the Atlans and they established a cultural base on a great continent stretching from America to Australia, which they called

The above explains the sudden appearance of Homo Sapiens in around 3 million BC and consequently, the dying out of Earth's indigenous population, as represented by the Neanderthals (who could not compete with the new, more advanced race as it spread out from Atlantis to eventually cover the globe).

The Atlans had a two tier social structure comprised of the Priesthood and the People. The Priesthood were an aristocracy of genetically enhanced men and women, with powers that made them very much like gods - but without the immortality of the latter (though they were reputed to live for two hundred years). The People, on the other hand, were as limited as you or I - and more so, following the cataclysm that befell Atlantis.

The original Atlan society established on the great continent of Atlantis was dominated by a triumverate of Priests, their names being Qualopec, Tihocan and Natla. The latter of the Natla, was cruel and despotic and plotter priests in order to rule ..

none of the monders on This page to The game

GAME CHARACTERS

Erstwhile archeologist (a PhD in Archeology and Comparative Mythology from Oxford) and professional mercenary (Lara's father was a Major in the Special Air Service and he taught her all he knew regarding survival skills and the use of weapons), Lara Cruz is a force to be reckoned with. Lara's a half with a brain and by including her as the player's game character we hope to inveigle a much neglected sector of the target age group, namely, young females. Which doesn't mean to say that we are ignoring the male mem-



The fact that I ara is a total babe will add more than the requisite proportion of a sex appeal to the game. Males aged 18 to 24 are our target age group, and I do that males of these ages will be put off by playing a female game character (e. The looks like Lara Cruz); they are more mature than the usual 1



TOMB RAIDER means to set the standard for 3rd person perspective, 'corridor/maze' games. With 32, 000 colours to play with, a massive diversity of atmospherically rendered 3D environments, varied virtual camera angles and an avvesomely animated polygonal game character, TOMB RAIDER will take the player into undreamed of areas of gameplay entertainment.

The ultimate objective of the game will be to discover the whereabouts of six ancient artefacts. These artefacts can be found in various 'tombs' (hence the title) in a variety of locations throughout the world, and when combined together, they create an incredible object of immense power.

In two unique departures from standard games of this type and genre, TOMB RAIDEI will not only enable the player to operate an incredibly animated, on-screen, controlla game character, composed entirely of shaded polygons, but will completely immerse player in the background story. Using cinematic cut-sequences, inserted after each le in the game, the player will become embroiled in an adventure which spans the glob and beyond...

Erstwhile archeologist and full-time, professional mercenary, Lara Cruz, is hired by manufacturer and multi-billionaire, Willard Stirling, to recover a number of legenda artefacts from various ancient sites around the world.

Unbeknown to Lara Cruz (and the player), Stirling wants these artefacts because, fitted together, they create a device known as the Cucurbite, that can warp space a creating a doorway to a myriad of alternate worlds. Stirling is a renegade from (these worlds, a deposed despot, banished to Earth many thousands of years ago own people, known as the Nephilim. Stirling has been searching for a way back e

pecifically, for the six pieces of the legendary Cucurbite, which was broken up into



Lorward By Lara Cruz

200,000 years ago, a race of hominids known as Neanderthal man developed from Homo Erectus. These early humans were quite different to us, their appearance owing much to their ape ancestry. They retained broad shoulders extremely muscular limbs, large chests and strong fatigue resistant legs. Their brain size, how an equivalent size to our own.

The first Modern Humans, Homo Sapiens, appeared on Earth some 150,000 years ago. They co-existed with the Neanderthals for nearly 100,000 years, after which point the Neanderthals mysteriously became extinct

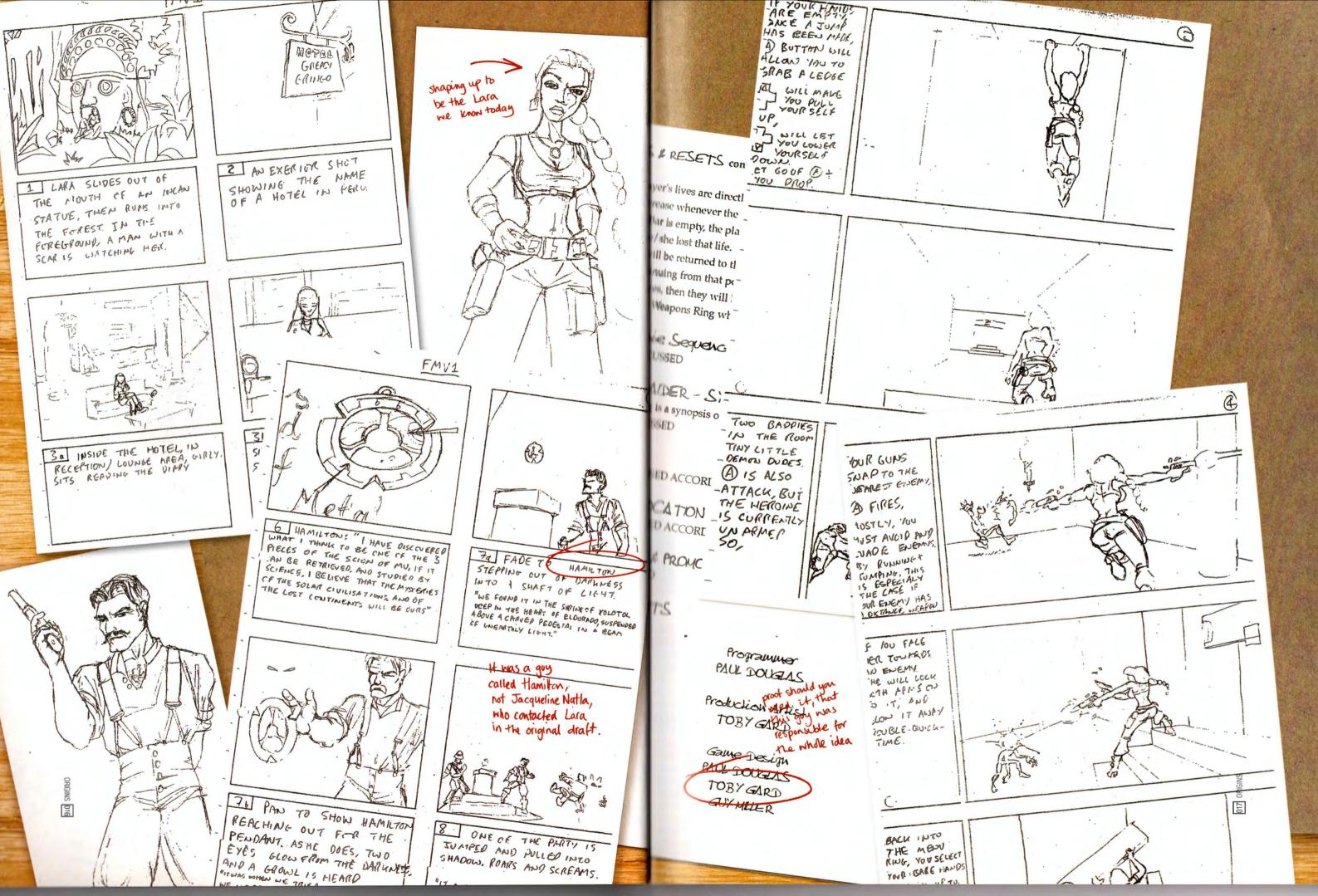
When Homo Sapiens first appeared they were not significantly different to us today. Their brain cavity size was identical to our own yet the only tools they used were primitive stone "axes"

35,000 years ago, 115,000 years later, we find the remains of Homo Sapiens still using exactly the same tools. If you compare this to the cultural development we have experienced in the last 4000 years in which we have gone from virtual cave-men in Europe to our present day high technology, it seems strange that in this vast expanse of pre-history our ancestors never attained some form of civilisation. There are theories however that we have attained civilisation before but through some catastrophe relapsed back into barbarism, only to start from scratch aga

One such theory is of the legendary lost continents, Mu and Atlan. Plato wrote of Atlan commonly known as Atlantis in his dialogues Timaeus and the unfinished Critias. He speaks of an incredible continent, long lost even in his time, of great cities with towering buildings of crystal resembling our present day sky-scrape also Myths concerning another lost continent, where the Ancients of Mu were supposed to have reached an incredible level of civilisation. The theory goes that these two advanced cultures touched the still developing people of America, Africa and Asia, who were still in a very primitive state, and revered as Gods. This would go some way to explaining how some of the ancient civilisations from Egypt, South America and the West Indies share so many common ideas and image

The two cultures of Mu and Atlan were in conflict, however and legend has it that the two countries embarked on a war so destructive, that both of their lands were completely destroyed, leaving only remnants above the ocean surface. All that was left of these mighty empires were stories and fragments of their knowledge handed down through the ages by the primitives they had contacted.







one part of a relic known as the Atlantean Scion. She travels to Francis' Folly searching for the St. architecture of the Roman entures into an underground Colosseum and locates the Palace Pierre DuPont who has reached the Empire surrounding her, Lara Midas. The broken remains of a huge statue of Midas allows Lara to turn lead bars to gold. Her next discovery is a huge Cistern, an battles a centaur and encounters second piece of the Scion before underground artificial reservoi Going deeper Lara enters Greece and explores Tomb of Tihocan where second piece. With

> Wanting to get to the bottom of this duplicity mportant relic.

Rumour the journal of an eleventh offices, where she finds Lara breaks into Natla's century monk, it reads: Francis' Folly. "Relocated

among my fellow brothers s that entombed beneath

her bike and follows the mountain road to th to react. She now has two pieces of the Scion and, after entering Tihocan's her. Pierre opens fire, but Lara is quick burial chamber and noting

> Natla has sent an American named Larson to keep an eye

on Lara. Natla also sent out the Frenchman Pierre

DuPont to find another

she's not alone in her hunt.

This early Tomb Raider promo art shows Lara in action, the ancient Atlantean Scion she's searching for and her nemesis Jacqueline Natla intean Scion she's searching for

Lara fits the two pieces of the Scion together. As the ancient relics are hieroglyphs, a clue as to the location of

corners of the earth, the third and final piece And so Lara travels to Egypt and the City of Khamoon. Deep within the ruins she finds the may be down but she's certainly not out. Natla to enter the Sanctuary of the Scion. Larson is but to fight. With Larson out of the way, Lars Jacqueline Natla appears and demands With no other alternative Lara concedes - she Obelisk of Khamoon and unlocks the secrets that Lara hand over the Scion. Natla's armed guards are standing by in case of trouble orders her goons to dispose of our heroine Unwilling to let Natla get away Lara races to waiting for her and our girl has no other choice but Lara sees this as her cue to escape collects the final piece of the Atlantean Scion. is located in a valley in Egypt. Lara discovers that she has

> to locate an ancient and mysterious Technologies has hired Lara Croft

Jacqueline Natla, CEO of Natla

While exploring caves Lara enters the artefact buried in a Peruvian tomb.

forgotten City of Valcabamba and a Lost Valley, where she is perplexed by some large footprints in the mud. Soon Lara encounters Velociraptors and a fearsome Tyrannosaurus Rex! In the Tomb of Qualopec Lara ocates the artefact, however

Upon arrival in Atlantis Natla activates the Moments later Lara emerges from the water Scion, the resulting energy charge clears ocean. As Natla's yacht departs, Lara revs the engine and launches herself into the sea and climbs onto the deck of Natla's vessel.

Natla's ancient past and a history of genetic stop Natla unleashing the full extent of this centuries of fimestone, revealing a golde pyramid. Lara races to the pyramid in a bid t ancient power. It's here that Lara discover rejoined she sees a vision: A golden

experiments. But she's too late. Natla's late

pyramid surrounded by a city, the





- » 01 Tomb Raider III is launched at the **National History** Museum, London
- no Lara's face is seen throughout the world in Lucozade's famous campaign
- » 03 Jill de Jong poses as Lara. with Chris Barrie who plays the role of Hilary in the Tomb Raider movie McAndrew's original Lara outfit

sells for £4400 on

eBay for UNICEF

- » 05 Old Skool Lara holding Larazade. the Limited Edition version Lucozade » 06 Lara Weller becomes Lara Croft as Nell McAndrew
 - says farewell » 07 Paramount announces Tomb
- Raider the movie. **Everyone cheers** » 08 A typical day in the life of a SEAT owner, portrayed by a girl who takes stuff like this in her stride. Who else...

It's hard today to imagine a world where Lara Croft never existed, so fast has been her ascendancy. Her rise to fame was swift and seemingly uncalculated, catching off-guard even her makers.

Although the game was shrouded in secrecy during development, in the final months before its release the hype quickly started to grow. Lara was immediately loved by the games press, gracing numerous covers and earning high review scores. Her prominence in the specialist press around the with big sales during the festive period.

The first mainstream article about Lara appeared in The Economist in February 1997. In a report about the rise of Britain's videogame industry Lara was singled out for her charms. "What man could resist a creature like Lara Croft?" asked the magazine. "The fact that Lara is synthetic does not lessen her appeal."

A few months after the game was released Eidos signed a deal for Lara to appear in the Witchblade comic book from publishers Top Cow. The first action figure of Lara from ToyBiz also appeared.

In April 1997 it was announced that Core Design had been commissioned by U2 to produce exclusive footage of Lara in action for the band's forthcoming Popmart World Tour. The imagery was displayed on the tour's 7,000 square foot video screen; the world's largest ever constructed and dubbed the Jumbotron. Lara appeared on the screens with U2 frontman Bono while the band played Hold Me, Thrill Me, Kiss Me, Kill Me.

Lara also made the cover of the Sunday Telegraph magazine.

Lara everywhere you look

Huge interest in Lara from the media drove Eidos and Core to produce a Tomb Raider Style Guide: an A4 binder containing official images and artwork of Lara and invented personal details about Lara and her history. Information on how to obtain exclusive shots of Lara, posed in any way you wished, led to numerous images of Lara gracing publications throughout the coming years.

Lara can also thank the former Liverpool goalkeeper David James for some valuable column inches in April. Coming off the back of Liverpool's famous 4-3 thriller over Newcastle Utd, many pundits were quick to point out that David James lack of confidence between the posts seemed to be spilling over to the rest of his team mates. Days later James admitted he was finding it difficult to focus during matches, blaming Tomb Raider as the cause.

In May 1997 Lara made the cover of style bible The Face, with the coverline proclaiming her "Bigger than Pammy, wiser than Yoda". The feature fast-tracked Lara's fame adding credibility to her star power. Not only was Lara the first digital character to grace the magazine's cover, it was also the first time the cover star had interrupted the famous red masthead. Newsweek, Rolling Stone and Time Magazine were all quick to follow with their own Lara covers and articles.

In June another celebrity admitted to a game's November 1996 debut was rewarded Tomb Raider addiction. As Liam Howlett the brains behind The Prodigy cited Lara Croft as the delay for the band's new album, The Fat of the Land. The album was originally scheduled for release the previous autumn.

During July Lara was courted by MTV. execs, wanting to turn the digital creation into a virtual host for the channel. Rhona Mitra also made her first public appearance donning Lara's famous figure hugging outfit.

The first sequel hit in November, and entered the charts at number one. To tie-in with the release Domino's Pizza serve the oriental Lara Croft pizza. Lara graced the video of German group Die Artze, causing MTV to put the clip in heavy rotation.

Who will play Lara?

1998 started with a bang as the Tomb Raider movie deal was announced by Paramount Pictures. Rumour quickly spread that Liz Hurley was being lined up to star. Rhona Mitra made the papers proclaiming that Liz was too old for the role. In May, Eidos unveiled the latest 'real' Lara, Nell McAndrew. Nell was quickly whisked away on an official tour of Europe, Australia and the US, to promote the series and the forthcoming sequel. The tour resulted in television, radio and magazine features and lots of public appearances, in Madrid armed guards had to step in to control the crowds.

Generation X author Douglas Coupland released Lara's Book in September, a love letter to a virtual woman. In October US magazine Entertainment Weekly featured Lara in its 100 most creative people in entertainment list.

Tomb Raider III was launched in October at the Natural History Museum, London. Jonathan Ross hosts the event; Terry Pratchett and Damion Hurst are reportedly in attendance.

In November 1998 Prime Minister Tony Blair got on the bandwagon when the Design Council proclaims the first two Tomb Raider titles Millennium Products. The awards were used to demonstrate the creative force of British designers around the world. Lord Sainsbury proclaimed, "I want Lara Croft to be an ambassador for British scientific excellonce" during a speech and Marks and Spencer launched a Lara clothing range. Tomb Raider III entered the charts at Number 1. To round off the year car manufacturer SEAT unnounced Lara would be starring in their forthcoming French advertising campaign and Playmates launched a new Lara action figure.

Another advertising venture emerged in April 1999 with Lara becoming the new face of Lucozade. In May, Top Cow put Lara Croft in her own comic book and Lara Weller replaced Nell McAndrew as the new Lara lookalike.

New recognition

Tomb Raider has won numerous awards throughout the years, from Game of the Year to Best Character. In 1999 the series received a special achievement award from BAFTA Interactive in recognition for contribution to the entertainment industry.

Another form of entertainment influenced by Tomb Raider emerged in 1999; a television show called Relic Hunter in which Tia Carrere stars as female archaeologist, Sydney Fox.

Tomb Raider: The Last Revelation arrived in November 1999, going on to claim the Christmas top spot. The Times celebrated the release with a 16-page supplement and a story spread across six weekend issues. The paper had its own Tomb Raider level designed by Core that readers could download.

At the end of the year the console exclusivity agreement with Sony expired and Core quickly announced a Dreamcast version of The Last Revelation and a new Tomb Raider for Nintendo's Gameboy.

This girl interrupted

Early in 2000 Paramount Pictures announced that Oscar winner Angelina Jolie would be portraying Lara in the forthcoming movie. In May Jolie arrived in England for intensive train-

ing before filming began. Apart from the movie and Lara's continuing association with Lucozade, 2000 was a quiter year for the action heroine, with Core concentrating on new original game concepts. However, two new Tomb Raider games were announced, Tomb Raider: Chronicles would be released before the end of the year and the next-gen return of Lara Croft was scheduled for the end of 2002.

In summer 2001, Lara Croft: Tomb Raider hits cinema screens accompanied by a flurry of advertising and tie-ins from big brands including Pepsi and Ericsson. Lucozade took their association with Lara to a new level by rebranding the energy drink as Larazade for the summer months, along with a new "Gone a bit Lara?" advertising campaign.

Even Lara's fictional attendance at Gordonstoun didn't go unnoticed by the authorities. Seeing an opportunity too good to be passed on, Gordonstoun used Lara to entice new pupils in an advertising campaign that focused on previous alumni. The advert, shown before most screenings of the Tomb Raider movie in Britain, featuring Lara hanggliding and rope-swinging, also featured two former students whose own pursuits sound like activities Lara might enjoy. Pollyanna Murray was the first Scottish female to climb Everest while Rebecca Ridgeway canoed singlehanded around Cape Horn, South America. The voice-over at the end of the ad states, "three amazing girls, one incredible school."

New Tomb Raider games for mobile phones and PDAs are coming. There's an interactive TV game available now on Sky Active, It raises the question: When will this success story end? The truth is there's no sign yet. 2002 may have been Lara's quietest year since her arrival in 1996, due to the absence of new software, but with Lara's PlayStation 2 debut and a new Tomb Raider movie in the summer, 2003 could be Ms Croft's most successful year yet.



2 bike. Other new vehicles to play with were the other stones, travelling to London, the moves, she was able to monkey swing on non-linear structure to the series, players before the sub-zero climactic showdown Once the Indian introduction was out replaced by a race track for Lara's quad of the way Tomb Raider III introduced a Lara came equipped with more new ability to douse flames by running into able to choose where Lara travels next. With four stones to find, it didn't matter what order you completed the levels. South Pacific, and Area 51 in Nevada Intelligently, Lara also gained the refurbishment with the hedge maze bars, sprint, and crawl on all fours. Croft Manor also got a major irally Lara sets out to pools of water. Clever girl. a kayak and a minisub. in the Arctic Circle. 2 Fiama Nera, headed by Bartoli who wants walls, providing they bore the appropriate the artefact for his own nefarious needs. Tomb Raider II pleased fans both old and new with a number of new additions into the Tomb Raider fold. degrees while jumping, roll 180 degrees speedboat through the canals of Venice. vehicles including a snowmobile, and a underwater, and wade in shallow pools. Lara also gained the ability to climb down, with the first appearance of her tombs and Lara finally got a wardrobe, Our heroine even got to let her hair Flares could illuminate the dingiest Who will reach the dagger first and surface texture. She could Pivot 180 changing into outfits that were better For the first time Lara could drive suited to the different environments. who will gain its power? trademark ponytail. ^声叫解我就想看我妈妹说她就她就没想那么我的那么你的。

tech office block, and aboard a Russian Lara in action in Rome, Ireland, in a hiunwittingly unleashes the evil god Set into adventure and also acted as an important The Last Revelation, marked a return the world by accepting a cursed amulet. once again exploring Egypt where she artefacts in an ancient ritual, Lara must imprison Set in order to save humanity. to the puzzle solving of the original prelude for The Angel of Darkness. However, Von Croy has other ideas. By using the amulet and other

Lara could solve puzzles by using her changes for Lara including the ability to New features were some cosmetic

arned how to climb and swing on ropes. check back for clues. Our heroine also strange markings and allowed you to weapons and kept a diary that noted blink. She even had a new voice.

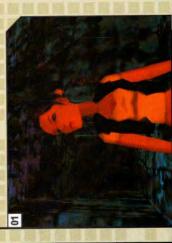
ending: Lara entombed, presumed dead. But what really mattered was the

Chronicles plays like a greatest hits of the series, with Lara up to her usual tricks previous installments - although Lara has earned to walk a tightrope and perform but without as much innovation as in submarine in the North Atlantic. tricks on the parallel bars.

The teenage Lara gets another outing, and Larson from the original Tomb Raider this time enjoying the scenery of Ireland. Even old enemies re-appear with Pierre showing up in Rome.

them without firing a weapon thanks to Stealth now plays a part, with Lara the addition of hand-to-hand combat. able to sneak past guards, or remove

Playing to the conclusion reveals that the tomb where we last saw Lara is now empty... what a tease.



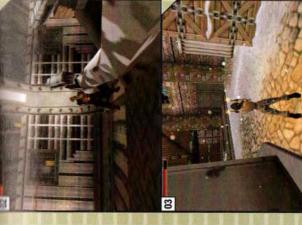












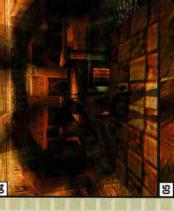
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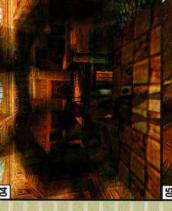


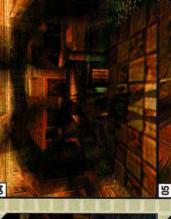




























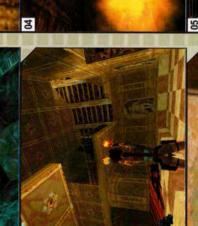














School days

Lara was independent and outgoing at school always preferring individual to team sports. While at Gordonstoun she excelled at rock climbing, canoeing, horse riding and archery. A natural athlete she discovered a passion for firearms as an extra-curricula activity but was 'discouraged' by the school authori-

ties. Later, in her Swiss finishing school, she developed her interest in firearms by charming her way onto the Swiss Armed Forces training range where she proved to be a natural and qualified marksman class. Later in life she felt drawn to fast vehicles and any form of extreme sports, "just to keep me in trim".

As the daughter of Lord Henshingly Croft, Lara was used to the security of an aristocratic background. Predictably she rebelled against the more confining aspects of her upbringing but when she moved to Gordonstoun in 1984 the mountains of Scotland gave her an unprecedented degree of freedom.

Her world changed further when she came across the work of Professor Werner Von Croy and heard him lecture about his archeological career. The experience had a profound effect on Lara, triggering a passion for remote locations and adventure.

Born to do it

Lara discovered that Von Croy was preparing for an archeological expedition into Asia and persuaded her parents to let her accompany him. Von Croy was persuaded after being promised financial assistance for the expedition. Her youthful enthusiasm and energy also impressed him. She could obviously take care of herself and the experience would be a unique educational opportunity. This set the pattern for the rest of her life. For the first time she experienced the hazards and mysteries of the ancient world of antiquities. Terrifying dangers became an accepted part of her life from then on.

Tragedy struck returning from a trip to the Himalayas. The plane crashed, leaving Lara as the sole survivor. Forced to survive by her wits for more than two weeks, she returned to civili-

To help flesh-out Lara as a sation a changed woman. No longer willing to live a life of luxury - and unwilling to comply with her parents' desire that she marry the Earl of Farringdon - Lara instead opted for a life of adventure and intrigue which she is still leading today. Since her parent have disowned her she makes a living by writing books about her adventures.

Living for danger

Despite inheriting the mansion in Surrey she lives the same way she prefers to work: alone. In her rambling home she has installed a custom-built assault course and shooting range. With her unique physical abilities, Lara is certain of being able to break many world athletic records but sees no challenge in this for herself. It lacks the necessary ingredient of danger. The huge rooms of the mansion are useful for storing the many artefacts she has acquired in her adventures. There is also adequate space for her favourite vehicles. Lara considers anything on two wheels over 650 cc to be acceptable but she finds both the Triumph Speed Triple and the Harley V-Rod especially attractive.

Apart from her archeological successes Lara is proud of achievements in other areas too. She has driven the dangerous Alaskan Highway from Tierra del Fuego in South America in record time. This little escapade resulted in worldwide headlines confirming the opinion of the established Antiquities community that she was a loose cannon. She loves this profile but generally shuns the media spotlight as it interferes with her Tomb Raiding activities.

From obscurity to oblivion

Events in recent times have cast a shadow over Lara's life. She went missing presumed dead after a disastrous field trip to the Egyptian tombs with Von Croy. She refuses to confirm or deny rumours about time spent amongst obscure North African tribes but whatever happened after Egypt she has become almost a recluse since her return to the Croft ancestral home in Surrey.



CROFT ANCESTRAL HOME The Croft ancestral home actually exists, sort of. The rtists at Core modelled Lara's pad on Kedelston Manor in Derbyshire.



PROFILE

- Name Lara Croft
- » Nationality British
- » Date of birth February 14th
- » Birthplace Wimbledon, Surrey
- **Marital status Single**
- Blood group AB-
- Height 5ft 9in
- Weight 9st 4
- Vital statistic 34D-24-35
- Hair colour Brunette
- Eve colour Brown
- Distinguishing features 9mm handgun
- **Education Private Tutoring (3-11)** Wimbledon High School for Girls (11-16) Gordonstoun Boarding School (16-18) Swiss Finishing School (18-21)
- **Employment Tomb raiding is her life, but** Lara is known to uncover archaeological artefacts on commission. To fund her radical lifestyle Lara writes travel books.
- » Achievements Uncovered many major archeological sites including the Atlantean pyramid, and the last resting-place of the dagger of Xian. Drove the Alaskan Highway from Tierra del Fuego in South America in record time (later denounced by the Guinness book of Records due to her 'reckless driving'). Hit the news when she hunted and killed Bigfoot in North America.
- Favourite Films Deliverance. **Aguirre Wrath of God**
- Favourite Music Brought up to appreciate classical music but having been a quest on U2's Popmart tour, has since become a fan of their music. Introduced to the sounds of Nine Inch Nails by her Auntie and considers this 'good easy listening'. Finds trance music, in general, good for training.
- Favourite Foods Despite being a proficient cook from her days at finishing school and naving sampled most of the exotic lelicacies of the world, Lara usually opts or beans on toast when at home.
- Favourite Mode of Transport A Norton Streetfighter motorbike.
- Hobbies Any challenging sports, of course. Experiments with extreme transport. Is stitching a tapestry of her adventures.
- Ambitions Lara is confident of breaking many world records. Her main ambitions lie in the world of tombs and the past.
- Heroes All the ancient figures that designed such intricate tombs to be buried in. 'Nobody goes to trouble like that anymore...' Lucky Charm Any gun at hand.
- Fears Her Auntie's Corni that bites about which, for once, there is little she can do...

"We've got artwork of Lara in her new costume if you'd like to do a cover?" Every year, around September, these words from the head of PR at Core would send games journos into a frenzy. New Look Lara is always a great story.

There has been 'Lara As You've Never Seen Her Before', or 'Lara Gets Wet And Wild' across the front pages of the UK's top-selling games magazines. From her shades to her shoes, Lara Croft sporting here latest wardrobe looks set to make headline news for years to come.

You probably have all these costumes in memory, to recall for the occasional pub conversation about Lara ('I liked her best in that cat sult, yer?'). Well, here's a handy few pages of visual reference to help you discuss the finer details, such as the teasing strands of hair across Lara's forehead, or pierced navel, or...



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You may think that Lara is just fantasy. Here are the women who have helped make her become a little bit more real.

Since the idea worked so well for the original Tomb Raider, publishers Eidos have employed a variety of models to portray Lara in the flesh.

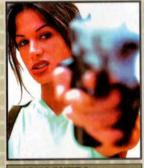
Appearing at trade shows, game launches and even magazine photoshoots, meet the ladies that have been paid to be Lara Croft

NATALIE COOK Early in 1997 Natalie Cook became the first Lara to work for Eidos. The outfit she had to wear wasn't quite as

realistic as later models, as it bore a Tomb Raider logo on a cotton vest. When Rhona Mitra landed the role of Lara later in the year she was handed the more traditional outfit featuring an all-in-one rubber vest.

VANESSA DEMOUY French model Vanessa often appears on fansites among the official Lara's, but she was never actually

employed by Eidos. French magazine VSD wanted to illustrate a story on videogames and simply went out and found their own girl to dress up as Ms. Croft. She may not be official but she's not half bad!





NELL MCANDREW



LARA WELLER



LUCY CLARKSON



» Date of Birth
August 9 1976
» Birthplace **August 9 1976**

London, England Occupation

Model, Actress, Singer Statistics 34D-24-35

» Star Sign Leo Height 5ft 8" (1.73m)

Hair Black

Eyes Brown The first official Lara Croft model. Rhona was so dedicated she even had surgery to reach Lara proportions. She recorded a single as Lara Croft and has since gone on to star in several films including

Beowulf and Hollow Man.

Compared to a sheep or whatever, I think Lara's quite a healthy fantasy. What's wrong with wanting to sleep with a computerenerated character? She's ot a perfect figure after all. Date of Birth November 6 1975

Birthplace Leeds, UK Occupation

Model » Statistics 32D-25-36

» Star Sign Scorpio » Height 5ft 9" (1.75m)

» Hair Brown » Eyes Green

Nell went back to her natural hair colour to portray Lara. She also got into hot water with Eidos when she agreed to pose for Playboy as Lara Croft! She also went back to the jungle for I'm a Celebrity get Me Out of Here!

I really think that Lara gives women inspiration to go out and get what they want. She's a real no» Date of Birth April 6 1975 » Birthplace

Holland • Occupation

Model » Statistics 34C-24-34

» Star Sign Aries » Height 5ft 8" (1.73m)

» Hair Brown

» Eyes Brown Not only does she share the same first name as our heroine, but the physical resemblance is possibly the greatest of all the Tomb Raider girls so far. Judging by her comments Ms. Weller could be as

feisty as Ms. Croft too!

No woman has natural breasts that size. I'm happy with mine, If they were as big as Lara's it would be painful jumping, swimming,

» Date of Birth
July 6 1983
» Birthplace
Yorkshire, UK
» Occupation

Model » Statistics 32DD-25-36

» Star Sign Cancer » Height 5ft 11" (1.8m)

» Hair Brown » Eyes Brown The youngest of the Lara models, Lucy was only 16 when she took on the role of the adventurer extraordinaire. Lucy claims being Lara is one

the few modelling jobs

where you're allowed to

keep your boobs and bum,

When you put the outfit on, it's like 'Stars in their Eyes and I am transformed into Lara Croft, it's so amazing ts like a dream, she's suc an intelligent and sexy





In the world of Tomb Raider an ancient burial site can still contain signs of life. Well, what's a girl to do - venture into strange places unarmed? No way, Lara manages to store some handy weapons in her backpack during her adventures. Here's a selection of some of the favourites in her armoury



Fully automatic pistols that cause massive damage due to rapid firing. Most effective at close range. One clip provides 80 shells, but these are discharged very quickly First appeared Tomb Raider



↑ STANDARD PISTOLS

Lara's default weapons are non-automatic single shot handguns. Very reliable but cause limited damage. Five shots will kill a small animal, around 15 for a person » First appeared Tomb Raider



个 M16

Fully automatic assault rifle. Is very accurate over long distances, less effective at close range. Better used as a sniper rifle. One clip contains 40 bullets » First appeared Tomb Raider II



1 DESERT EAGLE

The 50. Magnum is the largest calibre semi-auto gun in existence. It will stop almost anything. Similar power to a shotgun, but with faster reloading times » First appeared Tomb Raider III



↑ HARPOON GUN

The only weapon usable underwater. Harpoons are hard to come by, so use sparingly. Especially as a frogman usually takes five harpoons before croaking First appeared Tomb Raider II



AUTOMATIC PISTOLS

Fully automatic handguns the speed of discharge causes greater damage in a shorter time than the standard pistols. Each clip contains 40 bullets » First appeared Tomb Raider II



↑ GRENADE LAUNCHER Causes severe damage but has slow reloading time. Useful for lobbing into rooms or groups of enemies can bounce off walls and windows so be careful » First appeared Tomb Raider II



↑ SHOTGUN

A 12 bore weapon that causes significant damage, but reloading is slow. One shot kills a small animal. Three at close-range eliminates a person First appeared Tomb Raider



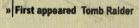
↑ ROCKET LAUNCHER

A single shot, portable. Get in the way of this and you won't be around long enough to tell the tale. Best used against slowmoving heavy machinery » First appeared Tomb Raider III



↑ MAGNUM REVOLVER

50 mm high powered weapon, causes devastating damage at short to medium range. As seen in Dirty Нагту...





↑ LASER SIGHT Increases the accuracy of a **Magnum or Crossbow over** long distances. It's also equipped with a highintensity light beam to aid targeting in dark areas » First appeared Tomb Raider: Chronicles



↑ HEKLER & KOCH MP5

At 9 mm this may be small, but it's extremely effective and destructive. Can be fitted with telescopic sights or laser tracking systems to make it extra handy » First appeared Tomb Raider III

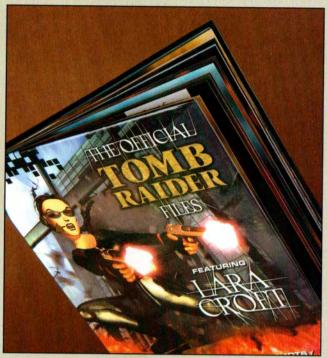


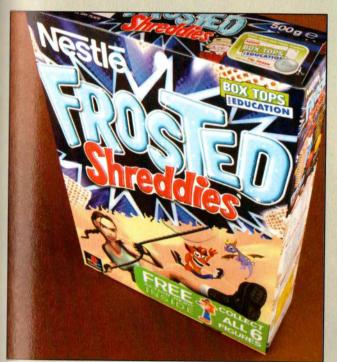
↑ CROSSBOW

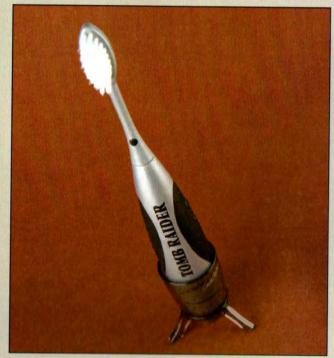
Extremely accurate weapon over long distances, the bolts it fires can be either explosive or standard. It's virtually silent, so great in situations requiring stealth » First appeared Tomb Raider III

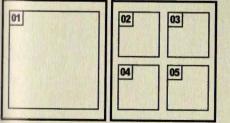








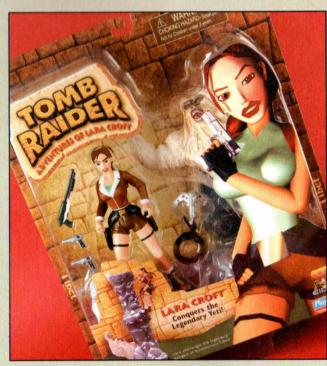




- » 01 Lara Figurine, 2002, Promotional Item, Worldwide
- » 02 Women's Underwear, 2003, United Labels, France
- » 03 The Official Tomb Raider Files, 2001, Cariton Books, Europe & US
- » 04 Cereal Promotion, 1999, Nestlé, UK
- » 05 Electric Toothbrush, 2000, Hasbro, Worldwide

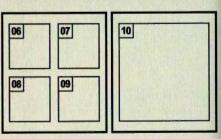


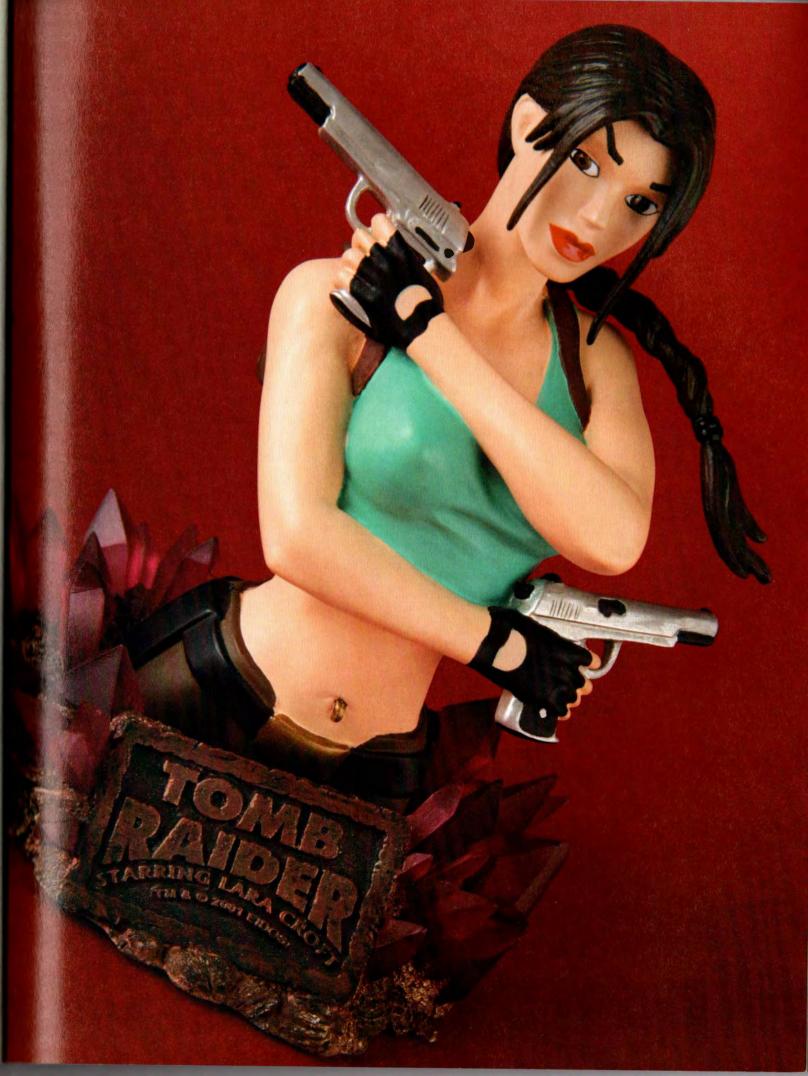


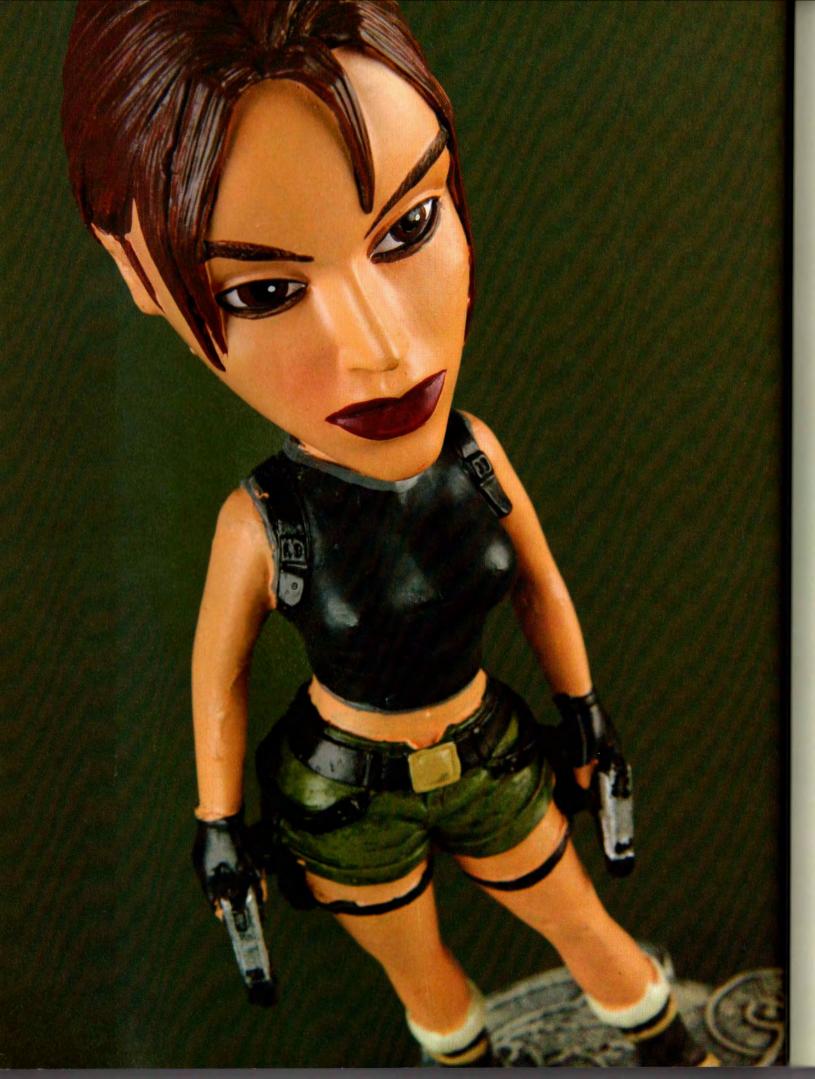


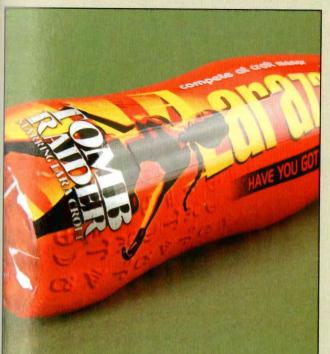


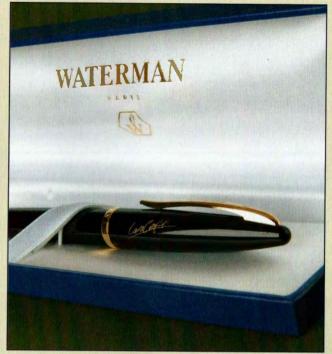
- » 06 Hat, 2002, Marini Silvano, Italy » 07 Collectable Card Game, 1998, Precedence, US
- » 08 Lara Action Figure, 1998, Playmates, Worldwide
- » 09 T-Shirt, 2001,
- Wearmebaby, Spain
- » 10 Statue, 2001,
- Varner Studios, US



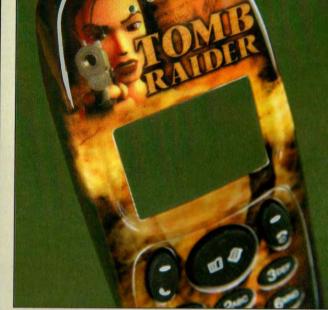


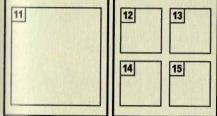




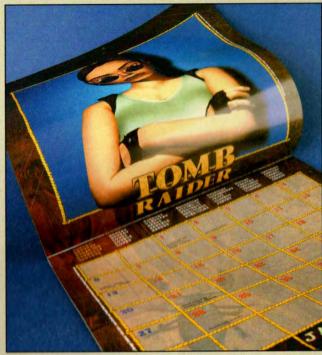


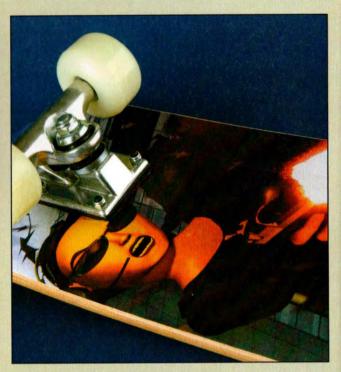




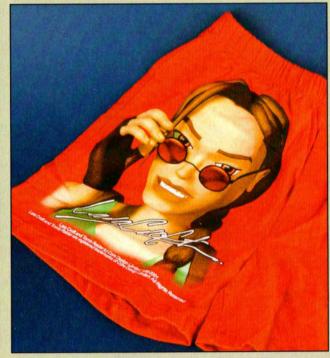


- » 11 The Angel Of Darkness Bobble-Head, 2002, Promotional Item, Worldwide
- » 12 Larazade, 2001,
- GlaxoSmithKline, UK
 » 13 Fountain Pen, 1999,
- » 13 Fountain Pen, 199 Waterman, UK
- » 14 Tie, 1997, Marks & Spencer, UK
- » 15 Phone Cover, 2001, MMI International Ltd, UK

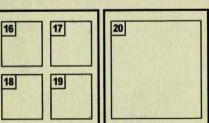


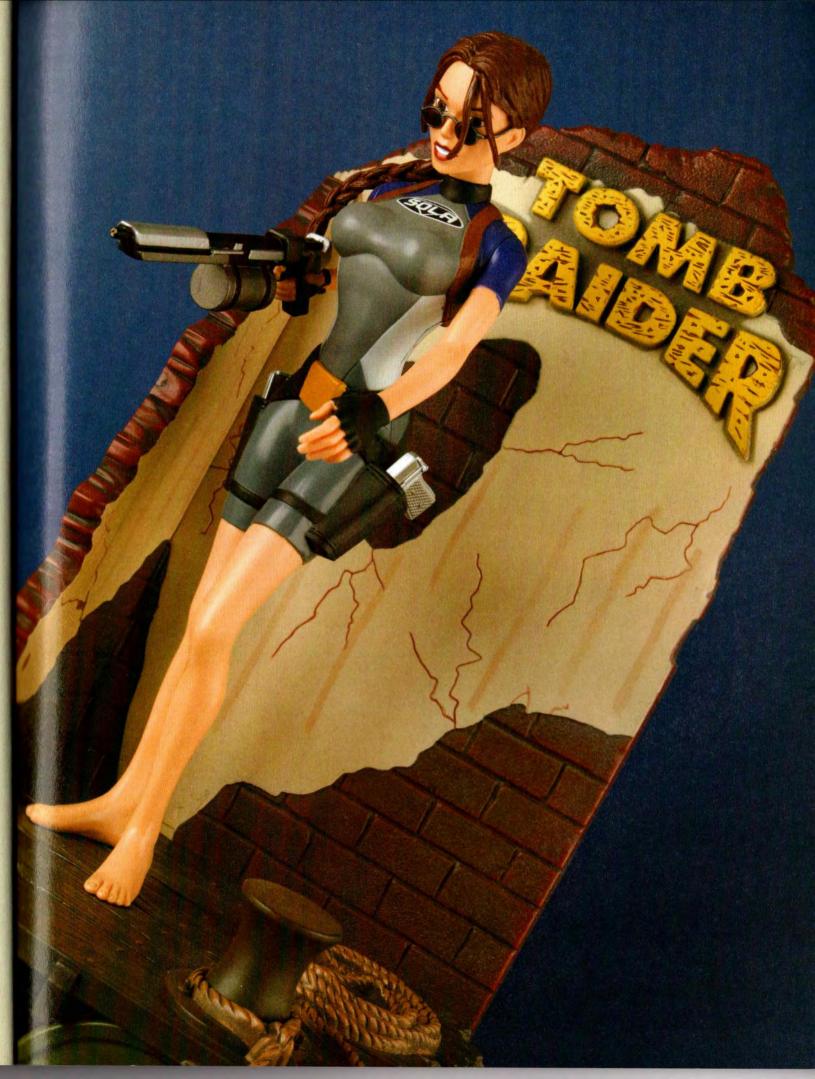






- » 16 Calendar, 1998, Danilo Promotions, UK
- » 17 Skateboard, 2001, Roysport International, UK
- » 18 Toiletries, 2000, Hasbro, Worldwide
- » 19 Boxer Shorts, 2001, Wearmebaby, Spain
- » 20 Tomb Raider II Figurine, 1998, Playmates, Worldwide



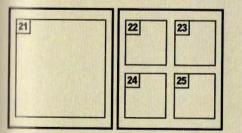














- » 21 Lara Figurine, 1999, Promotional Item, Worldwide
- » 22 Trina Drink, 2000, Cadbury Schweppes, Spain
- » 23 Motorcycle Helmet, 2001, Lintek Gleave, UK
- » 24 Stationary, 2000, Hasbro, Worldwide
- » 25 Socks, 2001, Lion Italia, Europe



The most famous face in videogames is again ready to grace a games machine near you. We last saw Lara Croft in 2000's Tomb Raider Chronicles, but as the credits rolled the first has been unbearable. Well, the pain is over Raider: The Angel of Darkness.

This is Lara's first outing on the powerful mistake about it, this boy is important. PS2 and multi-gigahertz PCs, so things have really changed. The Angel of Darkness is a tions, but the new game is a revolution.

Raider, Lara has changed as a person. She's changed because you, the games player, have evolved your expectations of what a videogame should be. In 1996, Super Mario was the games icon doing the business. Recently, it has been the distinctly adultoriented Grand Theft Auto. You'll be pleased inside dank tombs seeking out treasure. to know that The Angel of Darkness is far more sophisticated than previous games.

"Our vision is to take the player somewhere dark," explains Adrian Smith, operations director at game developer Core Design. "Lara will have some tough moral choices to make. It's no longer a clear-cut tale of good versus evil, this is a more complex tale that asks complex questions of the player. It will be a new experience for people who have played Tomb Raider in the past".

Lara remains the Lara Croft you know and love. She's a little bit older and perhaps a little more bitter, but her attitude remains. She's not going to wade into a busy street and cut down innocents in machine gun fire, but she's focused on her goals. You'll soon discover that she's not alone in The Angel of Darkness, playable character into the fold: Kurtis Trent.

Don't think for a second that Kurtis is just a bit-part player. Over the course of Lara's new adventures Mr Trent becomes a central part of the Tomb Raider universe. The lady of games went into hiding. We knew Angel of Darkness is the first chapter in a she'd come back better than ever, but the wait trilogy of new Lara games, but developer Core Design also has tentative plans to Come with as we explore Lara Croft Tomb release two games exclusively focused on the adventures of Kurtis Trent. Make no

Trent has a very different make up to Lara. He too is an adventurer, but is prepared to use completely new gameplay experience. Earlier darker means of getting the job done. He also PSone and PC games evolved between itera- has limited psychic powers, and as a game character feels a lot different to play with. In the seven years from the original Tomb Most of the adventure is spent with Lara Croft, but you'll also take control of Kurtis for certain sequences of the game.

Though Lara's still in control, some of the gameplay is going to feel a little bit unfamiliar at first. The change in her character means that she is no longer to be found exclusively

Lara has been picked up and set down in more modern environments, with objectives to match. We'll be going into detail about the amazing game design, its objectives and settings in the pages that follow, but as a quick example one section involves taking paintings out of an art gallery. Stealing, really! Not quite the behaviour you expect from the honourable Ms Croft, but the stealth she must employ breaks new ground.

It would have been easy to make a Tomb Raider game in the tradition of the old games. Put Lara in a pyramid chasing an ancient artefact and that might have sated the appetite of Tomb Raider fans. But The Angel of Darkness takes Tomb Raider to another level, and will certainly prove to be one of the must have games of 2003. You'll see exactly as the new game introduces a second why in the pages that follow. It's going to be one dark adventure...

THE CLASS OF 2003 052

LARA CROFT

Lara's entombment in the Great Pyramid has caused deep trauma, and she is noticeably changed. Although Lara clawed her way out of her ancient prison, she has no idea how it happened. Her memories are vague.

A nomadic tribe helped Lara survive the harshness of the desert, where they travelled together along the ancient trade routes of North Africa. This inspired stories of 'El Hawa' the Desert Wind, a mysterious figure who would appear and protect nomadic traders from marauding aggressors.

Although Lara is still alive her previous existence and old way of life are truly dead deep inside her. She returned to England to seek sanctuary after her adopted tribe family were murdered, sending Lara into despair.

After a series of desperate phone calls from Von Croy, Lara agrees to meet him in Paris...

01 TOP

Sleeveless cropped vest, cotton/lycra

02 BACKPACK

Small knapsack, leather straps, canvas body

03 BELT

8cm wide, leather, brass buckle

04 SHORTS

Camouflage, cotton (canvas)

05 GLOVES

Fingerless, leather

06 HOLSTERS

Belt loops, secured at garter, leather

07 SOCKS

Rolled over boots, Cotton

08 BOOTS

Lace-up, leather upper, rubber sole









WERNER VON CROY

A world respected archaeologist and part time adventurer. Was Lara's mentor in her early years. Now in his late fifties living in Paris.





A corporate legal mastermind based in Paris. He oversees the Cabal's investments and recruitment while protecting their interests worldwide.



KRISTINA BOAZ

Originally based in Argentina, Boaz

became head of Corrective and

Remedial Surgery at the Strahov

bears scars from a horrific plane

crash survived in 1987.

Psychiatric Institute in Prague. She

A veteran of countless conflicts world wide, Gunderson runs The Agency. This is a thinly disguised mercenary recruitment service providing specialised forces for anything from basic security to invasions.



CARVIER MLLE MARGOT

Historian and academic at the Louvre Dept of Medieval and Renaissance Studies. Involved in recent archaeological digs beneath the Louvre. Friend and colleague of Von Croy. Lives alone.

THE CLASS OF 2003 062

A seedy, discredited reporter who has been tracking what he thinks are Mafia activities in Prague. In fact he's had the bad luck to cross the Cabal, who protect their operations ruthlessly.





DANIEL RENNES

Specialist in illegal documentation and blackmarketeering. Uses a back street pawnbrokers as a front. Demolitions expert from his days in the French navy. Known to be insanely paranoid.

DR GRANT MULLER

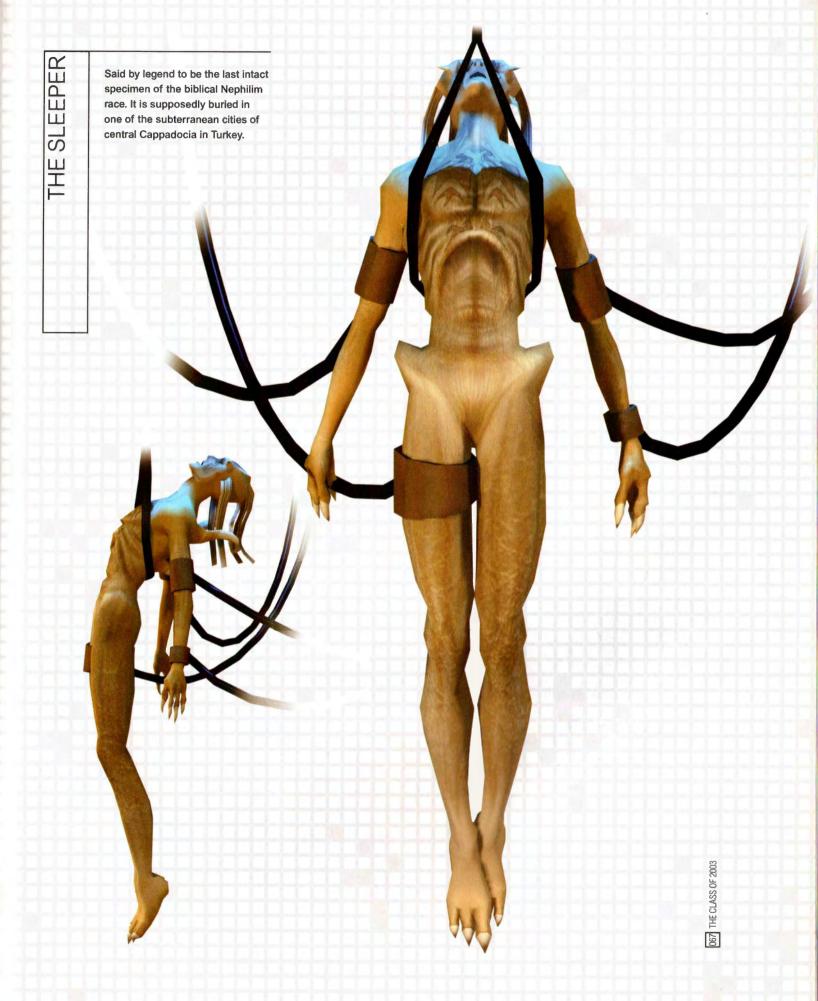
Muller runs research programmes for the dubious World Pharmaceuticals Commission based in Rome. He also heads the Botanical Research wing of the Strahov Complex in Prague.

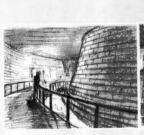


ANTON GRIS

Works as a coach and trainer within Bouchard's organisation. Originally recruited in Marseilles he was brought to Paris by Bouchard when operations expanded into the Capital.















FROM CONCEPT TO GAME



Methods applied to the creation of each new Tomb Raider game are getting closer than ever to those used in Hollywood. Before a line of code is written to create any kind of image on screen, or allow any form of interaction with you, the player, the concepts that define Lara's new world are explored in the minds of a design team.

The crucial next stage is to start visualising ideas on paper using traditional pen, pencil, and painting techniques. Without such artwork the programmers and computer artists would find it impossible to create the game itself.

At this stage in development the new game is arguably at it's most fascinating. Anything is possible with the imagination, of course, but the designers must still bear in mind the technical limitations of the destination platform.

However with PlayStation 2 and the latest PC configurations, you will see how closely The Angel of Darkness reflects the dark and complex nature of the designers' original plans.



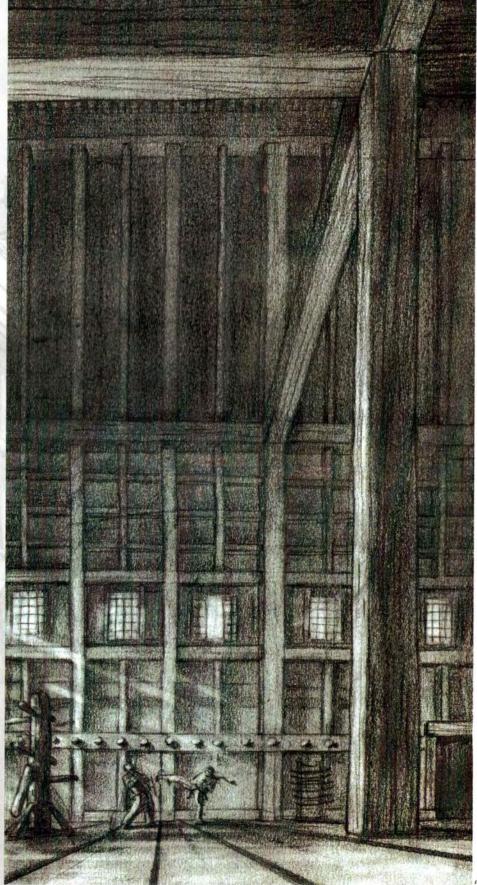
1. Exterior of the Serpent Rouge nightclub - proof that artists can't spell 2. Parisian rooftops, a helicopter, it's the Parisian rooftop chase! 3. Interior of Margot Carvier's apartment - what no TV? 4. Reworked interior of St. Aicard's Church 5. Abandoned early design of St. Aicard's, a

bit too dojo for Jesus



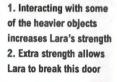






71 FROM CONCEP







NEW ABILITIES

Lara has learned a lot of new tricks for The Angel of Darkness For the first time you can improve Lara's abilities, allowing her to grow stronger and move quicker, essential for completing certain tasks.

The last-chance grab comes into play should you misjudge a jump: Lara now stretches out a hand, giving you another chance to guide her to safety.

Dynamic and definitely more dexterous, it all adds up for another unforgettable adventure.





3. The last-chance grab enables Lara to escape death by her fingertips
4. Reach new areas by using cables and pipes
5. Bouchard, before he embarked on a diet
6. Search for useful items inside buildings



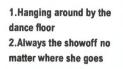
1. Pierre tends the bar while Kurtis looks moody in the Café Metro
2. Renne's Pawnshop.
Not a doubloon in sight
3. Early sketch of Kurtis, showing taste in facial hair but not in music
4. Gris in all his cigar-chomping glory

















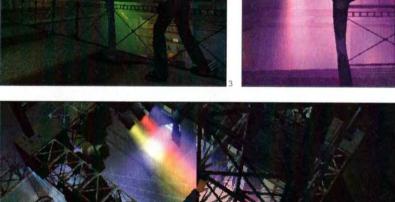
DISCO DIVA

Rennes the barman at the Café Metro has a small errand for Lara, to retrieve an object from the Serpent Rouge nightclub. There's just one small problem as you'll soon find out.

The object is hidden and Lara will need to stretch a little in order to reach it. In fact stretch a lot, as it's located over fifty feet above the dancefloor and the only way up is through the fancy lighting system.

It may not be a treacherous tomb but Lara will still have to prove her physical and exploratory skills if she's to complete the task and get out alive.



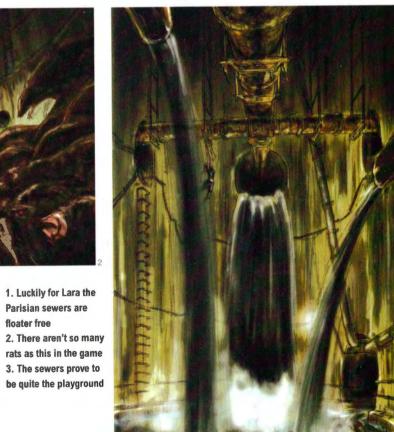




3. Not dance moves but equally impressive 4. Another unwelcome admirer to fend off 5. The music takes Lara higher and higher 6. If you've got it why bother with stairs?



1. Luckily for Lara the Parisian sewers are floater free 2. There aren't so many rats as this in the game 3. The sewers prove to





LIKE A MOUSE

1. Lara spies on an unsuspecting guard 2. Lara can now disable enemies unarmed







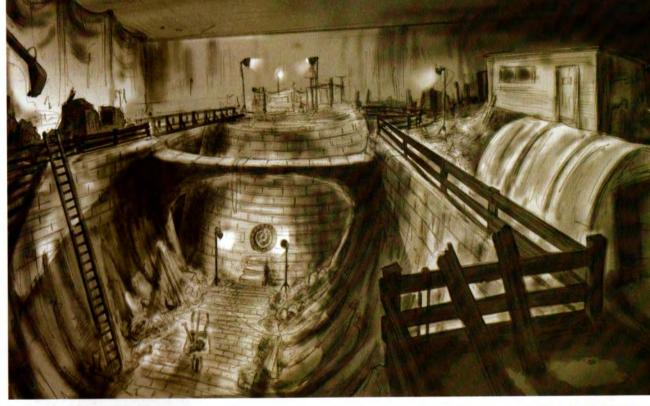
guns blazing? Not any more. Stealth plays a big part in The Angel of Darkness,

Remember in the old days when Lara used to run into rooms all

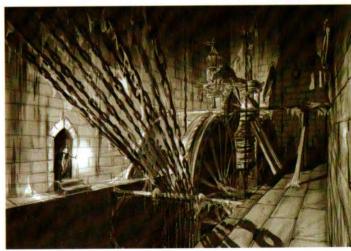
especially as Lara is unarmed at the start of her Pansian escapade and on the run from the police.

By executing a slow walk, Lara can conceal her footsteps. She also hugs walls and can peek around corners to see if the path ahead is clear.

With an art gallery and libraries to visit as the action unfolds, you can guarantee that it you want to keep Lara alive, it's a good idea to be as quiet as possible.



1. An archaeological dig complete with important Portakabin and a token wheelbarrow 2. Another ancient machine to marvel at



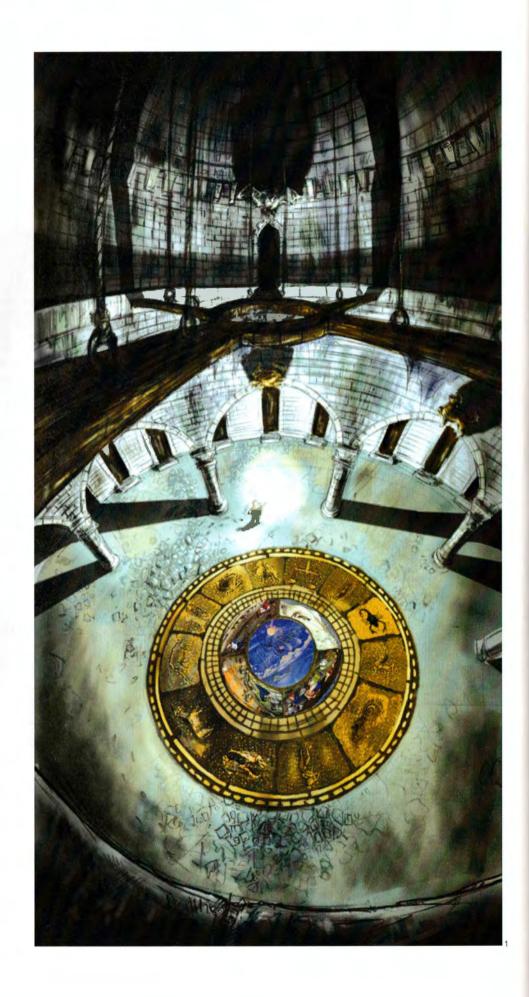




- 3. Concealing the sound of Lara's size sevens
- 4. About to remove
- another guard
- 5. Lara conceals herself
- to avoid detection
- 6. A smart move to avoid triggering alarms







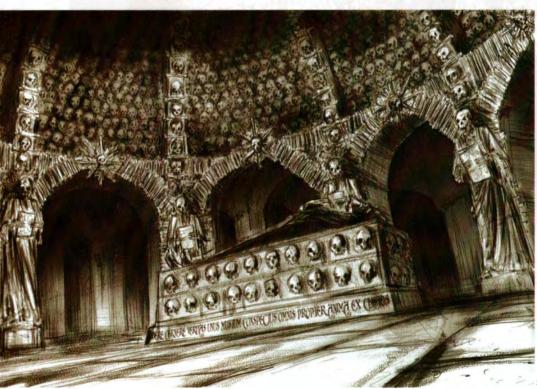




The Hall of Seasons, not a snowflake in sight
 Lara gets problems with wind tackling The Breath of Hades
 An early Sanctuary of Flame isn't flery enough









1. Lara begins her descent into the Tomb Of Ancients, she doesn't hang around 2. Who'd be buried in a tomb like this? 3. A more skull-tastic version of the tomb 4. What Gunderson's troops are wearing this season



1. Lara's rock climbing is better than ever 2. Fighting a guard in the **Hall of Seasons** 3. Showing no fear for a





TOMB RAIDING

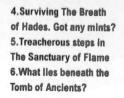
Deep beneath the Louvre you'll get your first sight of an ancient tomb in The Angel of Darkness.

The descent into the The Tomb of Ancients, the splendour of The Hall of Seasons, and the devious nature of its adjoining rooms are some of the most impressive levels Lara Croft has ever had to face.

Lara must collect four element crystals, and each is protected by a challenge that matches the prize.

Only after completing the four tasks can she gain entrance to the tomb of the Brother Obscura and whatever fate awaits.















Flying proof of the Brother Obscura's tomb
 The knights who say "non" stand to attention
 An aged guardian from the Hall of Seasons
 Shocked at a big sword, lucky for Lara this idea for was ditched





1. Experimenting on humans takes some fancy machinery 2. Nephilim hybrids lie down on the job 3. Here's one that Boaz

made earlier

FROM CONCEPT TO GAME

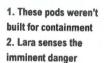
CREATURE FEATURE

The Tomb Raider series has provided us with a memorable parade of hideous creatures. The Angel of Darkness is no different, in fact in the creature department it positively excels.

With Boaz and Dr. Muller conducting all manner of experiments of both human, plant and nephilim nature you can expect a bizarre assortment of the grotesque.

As Lara enters the Strahov Fortress and ventures into the Bio and Aquatic research areas you may want to play with the lights on.













3. Human experimentees - why must they always be so aggressive? 4. Have ladder will climb 5. An experiment enjoys the tranquillity of a pod 6. Swimming with the local pond life

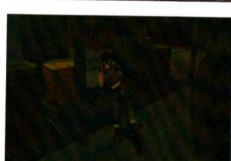


CLEVER GIRL

As Lara gets closer to clearing her name, you will have to use all the skills you have mastered along the way.

Breaking into the Strahov Fortress requires great dexterity and stealth to avoid the patrolling guards. Remember to keep both eyes open, not just for pitfalls, but also for pitbulls.





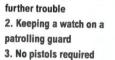






4. An early sketch of the spindly Rouzic 5. His bark could be worse than his bite 6. Lara knows just how to hurt a man





1. Heading high to avoid











1. You need a big door to hide top secret stuff 2. A Strahov guard strikes a mean pose 3. What's more terrifying the experiment or the





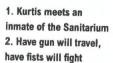
ACTION MAN

Playing as Kurtis isn't quite the same as leaping about with Lara, but then again it hasn't been designed to feel the same.

We've always thought of Lara as being an all-action girl, but compared to Kurtis's way of doing things she's quite the pacifist.

Kurtis is a shoot first, ask questions later kind of guy. He may have a fancy Farsee ability that lets him see through walls, but we have a feeling he enjoys using his gun just as much.









3. It's not a zomble he's facing, but he's still a fan of head shots 4. Kurtis, not impressed by some experiments that he witnesses 5. Mr Trent finding some bigger fish to fry





James kenny @ Core Design Ltd 2







1. Pieter Van Eckhardt -

2. Is it an ancient statue

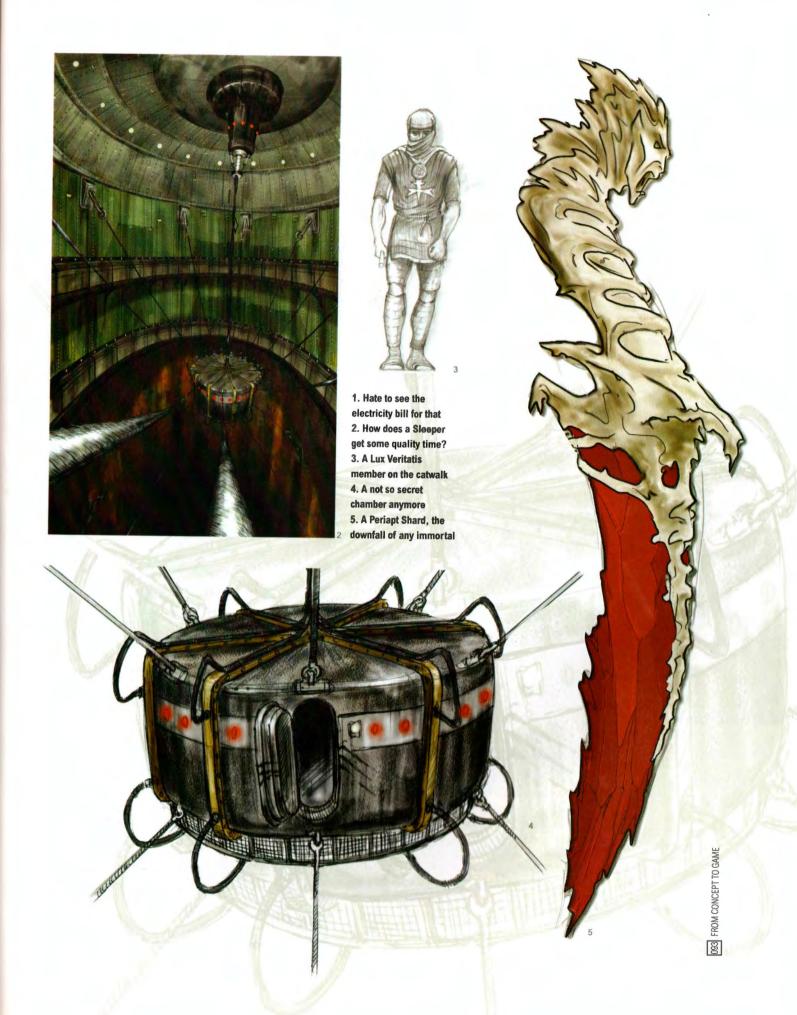
or a novelty desk lamp?

3. Lighting the path to

the early years

Eckhardt's Lab





1. Think the back is ugly, you should see its face painting would decorate

2. The final Obscura

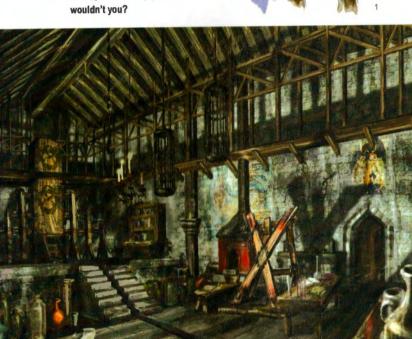
any empty home 3. Eckhardt's lab fully

furnished for any

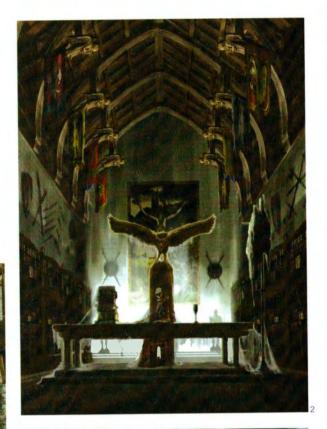
wannabe mad scientist

4. We warned you about the Nephilim's face 5. Early Proto-Nephilim. Well, you'd be angry too











FROM CONCEPT TO GAME

- 1. Discovering The Vault of Trophies
- 2. Fighting for the final Obscura painting









THE END?

Lara must solve one final puzzle if she is to claim the final Obscura painting. She must hold her breath and negotiate the baffling Vault of Trophies.

Even then, more danger lies ahead. She must locate a third Periapt Shard, save Kurtis and battle Eckhardt.

Will it prove to be a fight for the death or will the real menace manage to elude her?





- 3. Lara's got no time to admire the decor
- 4. Fight fire with wetsuit
- 5. The entrance to
- Eckhardt's Lab unlocked
- 6. Guess there's only one thing to do here - leap



- 1. A terrifying piece of concept art, sadly this scene never made the final game 2. A creepy large door
- that won't be found in The Angel of Darkness
 3. Did Lara survive an earthquake? The Wrath of the Beast wasn't quite like this
- 4. Described as a warrior but she looks more like a festival fiend to us







_ _ _ _

You're sure to have a favourite 'real life' Lara, whether it's Rhona, Jill or Angelina. But no matter how great these girls look in the role, you can't beat the real thing for sass and class.

Lara is at her sultry best in the poses created by artists at Core Design. The following artworks were designed for magazine front pages and other promotional spots. They are intended to convey the attitude of Lara, and supporting cast, while showing off this season's great wardrobe.

Using today's sophisticated computer aided design software, Core Design had chance to apply an extremely lifelike visual style to The Angel of Darkness. Yet we have come to adore Lara for her stylistically exaggerated looks over the years, and so Core decided to revamp the world's favourite image of Ultimate Danger Doll.

While movie stars and models take Lara in exciting new directions, videogame Lara remains free to explore the further extremes of fantasy and achieve the impossible, without baffling her audience. Videogame Lara's flawless figure, and skin without blemish, is untouchable and immortal no matter how many bullets she takes.

The Angel of Darkness is Lara's most sinister adventure to date. This art sure enough shows it.









Only one small section of The Angel of Darkness has Lara in a swimsuit. Still, you're gonna see this art used everywhere









Videogames are big business, and it's not uncommon for a high profile game to outgross the latest Hollywood blockbuster. In response, the movie industry has been picking up the rights to make games based on films. Super Mario Brothers. Mortal Kombat and Street Fighter arrived on the big screen with varying degrees of success, but it was 2001's Lara Croft: Tomb Raider that really proved the formula could work.

To date, Lara Croft: Tomb Raider has grossed over \$300million worldwide, and holds the record for

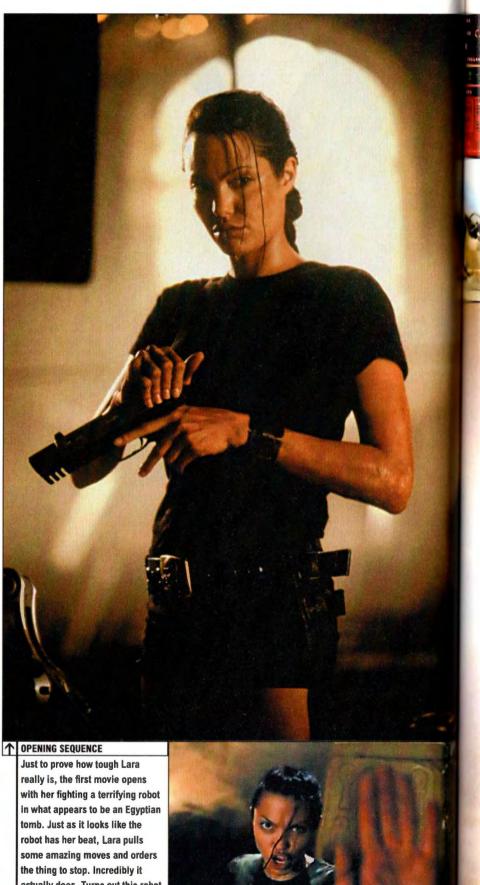
the biggest ever opening for a film with a female star. A staggering \$47.7million was taken in American during the movie's opening weekend, as fans clamoured to see Lara Croft on the silver screen. The film hit number one in the UK, making £3.8million in its first weekend. The recipe for this success? Well a stellar cast and director certainly helped, as did a cracking script, but every major movie needs a major star. Angelina Jolie lived up to that billing, no problem.

The director in charge of the project was Simon West, who made his name with the likes of high-profile movies Con Air and The General's Daughter. Simon had a pretty clear vision about who would play Lara Croft, Angelina Jolie. "For me, there was only one choice for the role of Lara," West explained. "She was invented for the part."

All woman, and all Lara

West probably never bargained for getting a leading lady and stuntwoman all in one, but that's what he got. From the amazing pyjama gymnastics on the elastic ropes inside Croft Manor to the death defying leaps inside the temples, Jolie did many of her own stunts. Good job then that West persevered to get his leading lady, as Jolie had her doubts

"I thought it was the craziest thing I'd ever heard," admits Jolie who had just won an Academy Award for best supporting actress in Girl Interrupted. "I was flattered, but I thought it was ridiculous. I don't like videogames. My exhusband used to play Tomb Raider, but I would just walk past and say, 'Oh, look at her breasts'. But then I met with the director and he told me it wouldn't be campy or stupid. I realised it was a real movie with a solid character."





"Angelina Jolie absolutely lives the part of Lara Croft," enthuses Core Design director Jeremy Heath-Smith. "She's absolutely fanatical about it and loves the character. We'd originally considered casting an unknown actress as Lara, but Angelina was just Any fears that the movie would stray too far outside of videogame territory are quashed in the movie's opening sequence. Lara Croft goes head to head with a vicious combat robot

inside Croft Manor, and her gunplay and gymnastics are early reminiscent of the digital Lara in full flow. A pair of Desert Eagles blaze constantly as Lara somersaults sideways to evade the mechanised predator. You initially question what place this robot has in the Tomb Raider universe, but when the fight ends it is revealed to be just a training exercise. The games opened with some basic training, and the film does too.

After this shootout, we're introduced to a familiar character, Hilary the butler played by Red Dwarf star Chris Barrie. In the games the butler is called Winston and is much older, but this was changed to make his participation in the gunfight in the house more plausible. A character never mentioned in the games is also revealed, tech expert Bryce played by British actor Noah Taylor. It is to Bryce that Lara turns to discover the origin of the mysterious All Seeing Eye artefact she finds in her father's clock.

This artefact forms the centrepiece of the story. A mysterious organisation called the Illuminati are looking for the two pieces of a powerful artefact called The Triangle of Light. The Triangle gives it's possessor the power control time, but misuse of this great power led to it being broken into two with the pieces hidden at opposite ends of the world. The first piece's location ties in nicely with the setting of the fourth Tomb Raider game.

In the videogame The Last Revelation. young Lara travelled through the Angkor Wat temples in Cambodia. The film picks up on this, with Lara's father encouraging her to revisit this place she'd seen as a child. In the flashback, young Lara is played by Rachael Appleton, daughter of former All Saints singer Natalie Appleton.

But while the amazing exteriors were all filmed on location at Angkor Wat in Siem Reap, Cambodia, the temple's interior was built back at Pinewood Studios in the UK. It proved to be a massive task, with up to 160 people working for twenty weeks. The Temple of Ten Thousand Shadows occupied the 007 stage - the largest soundstage in Europe.

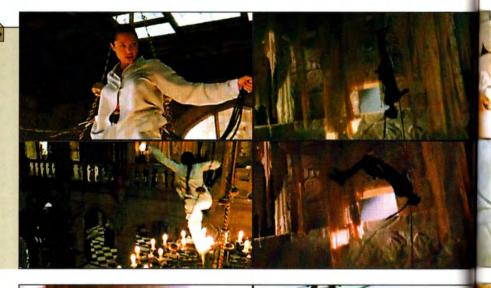
actually does. Turns out this robot is only one of Lara's toys. Phew

BECOMING LARA CROFT

THE TRAINING

It's a big jump from Hollywood leading lady to videogame action icon. Angelina Jolie underwent guite a transformation for the role.

In order to carry off being Lara Croft, Jolie had to learn to do the things Lara could do. This meant an intensive training programme that kicked off two and a half months before filming began. Every morning she was up at 7am, drinking protein shakes for breakfast. The training took in shooting guns, Kung Fu and the trademark Lara Croft gymnastics displays.





BECOMING LARA CROFT

THE LOOK

Getting the look of Lara Croft spot on was a somewhat less arduous task. The games dictated what she should wear. but the turquoise vest was replaced by darker colours that looked better on film. Jolie refused to wear the shorts up until a couple of days before shooting began, and claims she felt 'naked' for the first couple of weeks filming. Her distinctive gun belt and twin pistols are a direct lift from the games. Overall fans had to be happy with the bigscreen personification of the girl previously only seen as polygons.

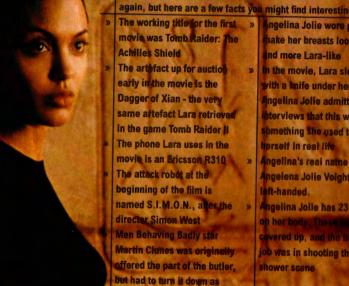












filming clashed with his

wedding anniversary

↓ DID YOU KNOW? Hardcore Lara fans will have watched the movie over and over

ngelina Jolie wore pads to hake her breasts look bigger and more Lara-like In the movie, Lara sleeps with a knife under her pillow. Ingelina Jolie admitted interviews that this was something she used to do hprself in real life Angelina's real name is Angelena Jolie Volght. She is left-handed. Angelina Jolie has 23 tattoos on her body. The a hear to be covered up, and the higgest job was in shooting the

shower scene

The figure you see surfing on top of the log isn't a stunt double - it was another sequence the leading lady performed herself.

"We had two stunt doubles," explained director Simon West. "The first couldn't do it at all, and because we were short of time Angelina didn't have time to rehearse." That didn't matter as it turned out, because within ten minutes Jolie was standing upright on the log as it swing treacherously in the air. "[She was] doing it better than the stunt girls," enthused West. "And she's an academy award winning actress!"

For the second half of the triangle, the characters travel across the globe to the icy Russian wasteland of Siberia. Or at least that's how it looks in the film: all of the exterior shots were filmed on a five-day visit to Iceland, and the giant orrery was also built at Pinewood. It was a fully functional model, with each arm weighing three tonnes. With that weight of metal swinging around it was actually quite treacherous to film. It is here that the film's villain, Manfred Powell (played by lain Glen) kills the leader of the Illuminati and gets his hands on the completed Triangle. Time is manipulated, and Lara gets to talk to her father who'd died back in 1985.

Some fans of the game were disappointed that the moviemakers had basically reinvented Lara's whole relationship with her father. In the games, Lara is disowned by her aristocratic parents because of her choice if career, there is no suggestion of them dying when she was young. They could really argue about the casting though, with Jon Voight stepping in to play Lord Richard Croft (again different from the game where he called Lord Henshingly Croft). Voight is Angelina Jolie's real father. Jolie recalls making the call to her dad, and having to allay parental fears straight away: "I'm not in jail, no more tattoos, I'm not pregnant. I just need to talk to you."

A rather less conventional recruitment was that of Julius, the leader of Manfred's assault team. Simon West met him while he was a cab driver in London, liked the way he looked, and offered him a role in the film.

What you might not know about the orrery sequence is that the giant mechanical solar system was supposed to be housed in a tomb in Venice. The original draft of the script had the Triangle of Light split into three pieces, with an Italian tomb included alongside the ones in Siberia and Cambodia. Budget restrictions necessitated a re-write, so you lost a little bit of multiple mission structure of the videogame. In its place we got a terrific piece of cinema.

The film was reworked to give it a more obvious Tomb Raider flavour. Originally, Lara's act of turning around the knife that was suspended in time was going to spell the end for Manfred Powell. When the blade hit him, it was game over. But Lara's victories in the videogames are never so easily won, so a brutal fight was included where Lara pits her physical prowess against the male villain.

It could have all turned out very differently had the movie rights gone to MGM, who were the first to show an interest. "MGM were keen to do a deal involving James Bond," reveals Core's Jeremy Heath-Smith. "The idea was to introduce Lara in a cameo at the end of the Bond movie GoldenEye, and then have a Tomb Raider movie come later."

Bring on those movie sequels

But the story doesn't end there. Whereas just about every previous videogame movie was culled after a single outing, a second Tomb Raider film is due this Summer. Angelina Jolie is once again strapping on Lara's gun belt in Lara Croft Tomb Raider: The Cradle of Life.

The director in charge of the sequel is Dutchman Jan de Bont, who previously directed Speed and Twister, and produced Minority Report. "I have always been in love with the Lara Croft character in Tomb Raider and was convinced it would make a fantastic franchise," says de Bont. "To have an incredibly exciting heroine like her is the most ideal thing for a director like me."

The movie details Lara's search for Pandora's Box across China and Africa. Her adversary this time out is Chinese crimelord Chen Lo, but she also gets caught up in a plot to use the power of Pandora's Box to produce an army of clones and biological weapons. Lara's not alone this time though, with a love interest being introduced for the first time in the guise of Terry Sheridan.

The filmmakers were refused permission to film on the Great Wall of China, and so resorted to the nest best thing: Sunny Wales in the UK. By the time the footage has undergone digital manipulation, you'll barely recognise it. Other locations for the shoot include Hong Kong, Kenya and Greece.

Angelina Jolie is once again doing many of her own stunts in the new film, including riding a horse sidesaddle, rappelling face-forward down cliffs and jet-skiing. "The new film is sharper, darker and sexier," says Jolie.

LARA CROFT TOMB RAIDER: THE CRADLE OF LIFE

THE NEW MOVIE

A lavish Greek wedding is interrupted when the volcano of Santorini, dominant for 10,000 years, spectacularly erupts, triggering a series of earthquakes that in turn causes an ancient underwater ruin to resurface from the bottom of the Agean Sea.

So begins The Cradle of Life, the \$90 million new adventure for Lara Croft, heading to UK cinema screens on August 22.

From the opening fight inside the sunken temple to the race for the fabled Cradle of Life, Tomb Raider 2 promises to be a far more action-packed outing than the original movie.

Lara is on a perilous mission to rescue
the world from the exploits of a Chinese
crime syndicate run by Chen Lo and Doctor
Jonathan Reece who plan to deploy an army
of biological drones upon the world.
Will Lara manage to save the day, again?

 O1 Searching for clues in Kenya with Gladiator actor Djimon
 Hounsou playing a Masai warrior

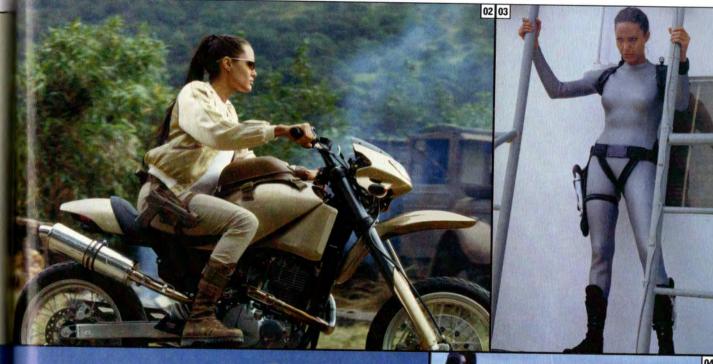
» 02 Lara throttles it in China in a thrilling chase, this sequence was actually filmed in North Wales

» 03 It's the second movie, so we get to see Lara in a wetsuit. This has been tradition since Tomb Raider II

» 04 It seems Lara gets an entourage wherever she goes. No autograph hunters around here though

» 05 The villain Chen Lo would probably like to have got his hands on this before Lara

of Terry Sheridan, a former love interest, gives Lara a sniff of what she's been missing







ARCHAEOLOGICAL EVIDENCE

Only a handful of people know what paths lay ahead of Lara Croft. Adrian Smith, Operations Director at Core Design, talks about the creation of Lara's latest adventure and hints at her future.

"The story in The Angel of Darkness has been really important for us, it's been argued that there's maybe too much story in this game. The reason is that we decided we'd do more than one game from the get go, rather than one new game and then go 'guess what guys, you've got to do another one'."

The bigger picture

"We thought we'd try to knit the story together, as the other way has always been a nightmare. From the start we assumed we were doing more than one new game, so we went away and wrote the story.

"The source of inspiration has been an over-

all theme that we wanted to run across the three games. It's just explained, almost

three games. It's just explained, almost scratched upon the surface of the first one, the second is based much more around that big thing and the third is the natural ending of it, how Lara resolves it, how she fits into it.

"The overall theme is the Nephillim, said to be the descendants of angels and mortals. They're mentioned in the Enochian Gospels. This was the original big theme we came up with, as it had a lot of potential and sure enough inspired the terrific new characters you meet in The Angel of Darkness.

"We looked at things like the X-Files and we thought that was a great example. Because there's this big 'Are there or aren't there?' story line and each episode stands alone but they tell you a little more about this bigger story."





The Nephilim

"The overall goal for us was let's use the Nephilim theme and run it across all three games. For us it was great because the second game is going to be a belter, it's very Tomb Raider. It's set in the Nephilim realm under Turkey, Cappadocia. It's all realm under a going around slaying small children. The end of the Last Revelation was the last game for us. Lara was missing. That was a clean start, something really important."

catastrophe after another, she comes back and Croft Manor is burning to the floor. Then she hits the bottle, of course. Lots of things to change the situation, to really get her down.

"But, we thought that was a little bit extreme. We also had reservations about what the movie people were doing, in so all very Tomb Raideresque; full of fantasy grounded in reality. There are no aliens with big tentacle arms but it has some strange looking humans.

introduce the Nephilim and put Lara into her, where she's been.

a situation that was different to what "There's also another time period of a situation that was different to what "There's also another time period of "So the idea that we came up with was let's we've done in the past. She's always when she came back to London. She get her accused of murder in Paris.

and the temple collapsing and the beginning of this game that isn't covered in The far as if we burn Croft Manor down it all very fomb Raideresque; full of fantasy grounded in reality. There are no aliens with big tentacle arms but it has some strange looking humans.

"In The Angel of Darkness we had to "appeal out, what actually happened to her where she's hoop."

"In The Angel of Darkness we had to "appeal out, what actually happened to "box where she's hoop."

"In The Angel of Darkness we had to "appeal out, what actually happened to "appeal out, what actuall

saved the world.

"We couldn't change Lara's character, absolutely not. We couldn't have her an ass murderer. We couldn't have her as survived the temple, causing her to harge past because siles lainous and well known, all these doors have been open for making her an alcoholic, having Croft her. Suddenly they're all shut, because everybody does know her and everyone is trying to catch her.

Wanted: Lara Croft

peen happening around Europe and Killing Von Croy happening over a period of time, and all these murders have been given a name That name is the Monstrum Murders.

"Paris is itchy and nervous because these murders have been happening. Suddenly there's another one, and it's the same. They're gratuitous murders with body parts ripped out and symbols on the

"Lara comes in and has this argument with Von Croy, at the end of the day she's got blood on her hands, she jumps out of the window and the game starts."

"So Lara is accused of murdering Von Croy. He's her old friend and mentor, but there is a motive. She's bitter towards Von Croy because she blames him for what happened in The Last Revelation. She but the reason becomes clear. We made

"Von Croy got into something dark and mysterious and wanted out. Scared, he calls Lara to help him. She reluctantly Brother Obscura hat name is the Monstrum Murders.

"Paris is itchy and nervous because hese murders have been happening. In the same. They're gratuitous murders with body parts ripped out and symbols on the valls. Lara Croft is accused of it and the vhole world has just condemned her. And hat's very much the start.

"Alls Lara to help him. She reluctantly assists, they have a massive argument, something happens, it's a bit vague in the game, you see him pull a gun, and you see Lara flying through the air. Next thing, she's getting up, he's dead and covered in blood. For a good chunk of the game you're not sure what happened. I don't think anyone will think she killed Von Croy, but then again you don't know, and we do

Brother Obscura

"There are five Obscura paintings, they aren't the sort of thing you'd want to put up on your wall. The Cabal hold three of them, you find one under the Louvre. And there's another one, but you actually don't get to see all of them, which I never even thought of until the other day, it's a bit of a mistake!

"The Cabal are a very powerful organibute of until the other day, it's a bit of a mistake!

"The Cabal are a very powerful organibute of until the other day, it's a bit vague in the game, you see him pull a gun, and you see Lara flying through the air. Next thing, she's getting up, he's dead and covered in blood. For a good chunk of the game you're not sure what happened. I don't think anyone will think she killed Von Croy, but then again you don't know, and we do sation shrouded in mystery, with a strange sation shrouded in mystery, with a strange sation shrouded in mystery, with a strange sation shrouded in mystery.

"But one murder wasn't enough, because people wouldn't believe Lara did it. So we invented murders that have been happening around 15 blames him for the temple collapsing and it pretty obvious early on that if Lara's going to clear her name then she has to find those paintings. Along the way she

dark side. Through history they've always been there and there's been a religious war fought against them since the 1300's. That time frame for us is really important because we do make reference to it. Potentially we will make reference to it outside of this game. What I mean by that is that you find out that Eckhardt has been around since the 1300's, so he's obviously got some pact and some way of adding a form of longevity to his life. Ultimately Lara finds out that the cabal want to bring back the Nephilim race. For what means she doesn't know."

Enter Kurtis

"We introduce Kurtis quite early on and he's very much the protagonist at the beginning of the game. He's always one step ahead of Lara, he's in the café when Lara walks in, or he's on the other side of the river. Eventually they get together and they work together and and that's what started it. you get to play Kurtis.

jigsaw. You discover that Kurtis is the last descendent of an organisation called the Lux Veritatis, an offshoot of the Knights Templar. The Lux Veritatis, which translates as 'light of truth', were a religious group that have been fighting the Cabal through history. The Lux Veritatis knew what the Cabal wanted. They all have special abilities and have chosen to wage

this war against the Cabal because ultimately the Cabal wants to bring back the Nephilim. They want to put themselves into a higher order, a new race if you like, that is going to rule the world and we're all going to be doomed.

"Kurtis has turned his back on all this. Then his conscious pricks him. He's the only one in the world that knows this secret history. He takes it upon himself to take on the Cabal and Eckhardt."

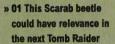
Hidden History

"The war between the Cabal and Lux Veritatis has been going on for ages, so we might make use of this. It might be that every major event in history has happened for a reason. It might be that the Great Fire of London in 1666 didn't start in a baker's shop, maybe the Cabal and the Lux Veritatis had a bit of a tiff at that point

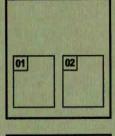
"Maybe Richard Karel introduced the "At that point, you get all the pieces of the plague, because he's been doing everything he can to get rid of the human race. Maybe Adolf Hitler was just a manufactured person. It's something that we're going to play on. Not in this game, but maybe in a spin-off from The Angel of Darkness, because Eckhardt is such a really great baddie."

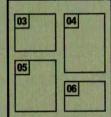






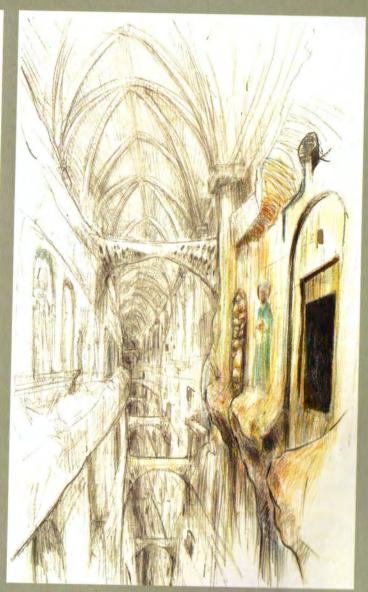
- » 02 Lara explores the creeky Castle Kriegler by torchlight. Shiver
- » 03 Meet Karl, he's a German guard at Castle Kriegler. Nice sling
- » 04 Scene from Turkey, and possibly the Nephilim stronghold
- » 05 This is supposedly **Eckhardt's confinement** by the Lux Veritatis
- » 06 All that we know is that this relates to **Eckhardt in some way**

















Eckhardt is such a horrible person who's boom who given Karel all the pieces he wants around since the 1300's. He has to cut people up and take their body parts to give him of the second game. In a bit of a twist. I don't think on Eckhardt? We've got a lot of these parallel stories that are written. It's something that will call on and use in other games." stories that are written. It's something that we will call on and use in other games."

then. He actually double-crossed them in 1442; he tried to stitch them up, and they hadn't fully gone, they were still here, so they threw him into a pit that was hell like. That's where he stayed until 1945 which was a castle in Germany called Castle Kriegler, the castle was bombed and he escaped. So he's been back among the population since 1945. He's now abandoned the idea of bringing back the Nephilim and the foot of them. the idea of bringing back the Nephilim and the floor injured. He's being considered for the

Lara confronts Eckhardt and they have a bit You'll have to wait to find out

showing that he's a Nephilim. He says you're something that Lara has to store been manipulating Eckhardt, and the Cabal. I've been manipulating you. And in actual fact, you all believe that Eckhardt killed Von Croy. It wasn't, it was Karel that killed him."

What next?

will call on and use in other games."

The Sting

"There's a massive sting in that tail to the game. Eckhardt met the last Nephilim in the 1300's, who told him that we need somebody to go out, we're dying and they have put themselves into an ark that's hidden - and that's the second game - we need somebody

The Sting

that's the second game - we need somebody
to go out and bring back our race. The
Nephilim did a deal with Eckhardt, the deal
was that they'd give him longevity of life if he
went and took on their cause and carry on
what they were trying to do.

getting a pat on the head. He now wants to be the head honcho of the Cabal and the Nephilim and become like them.

"The Cabal as an organisation have what's known as the Sleeper, a sleeping Nephilim.

They realise that if they get the Obscura paint-

"The Cabal as an organisation have what's known as the Sleeper, a sleeping Nephilim.

They realise that if they get the Obscura paintings and perform a ceremony they'll bring the Nephilim back.

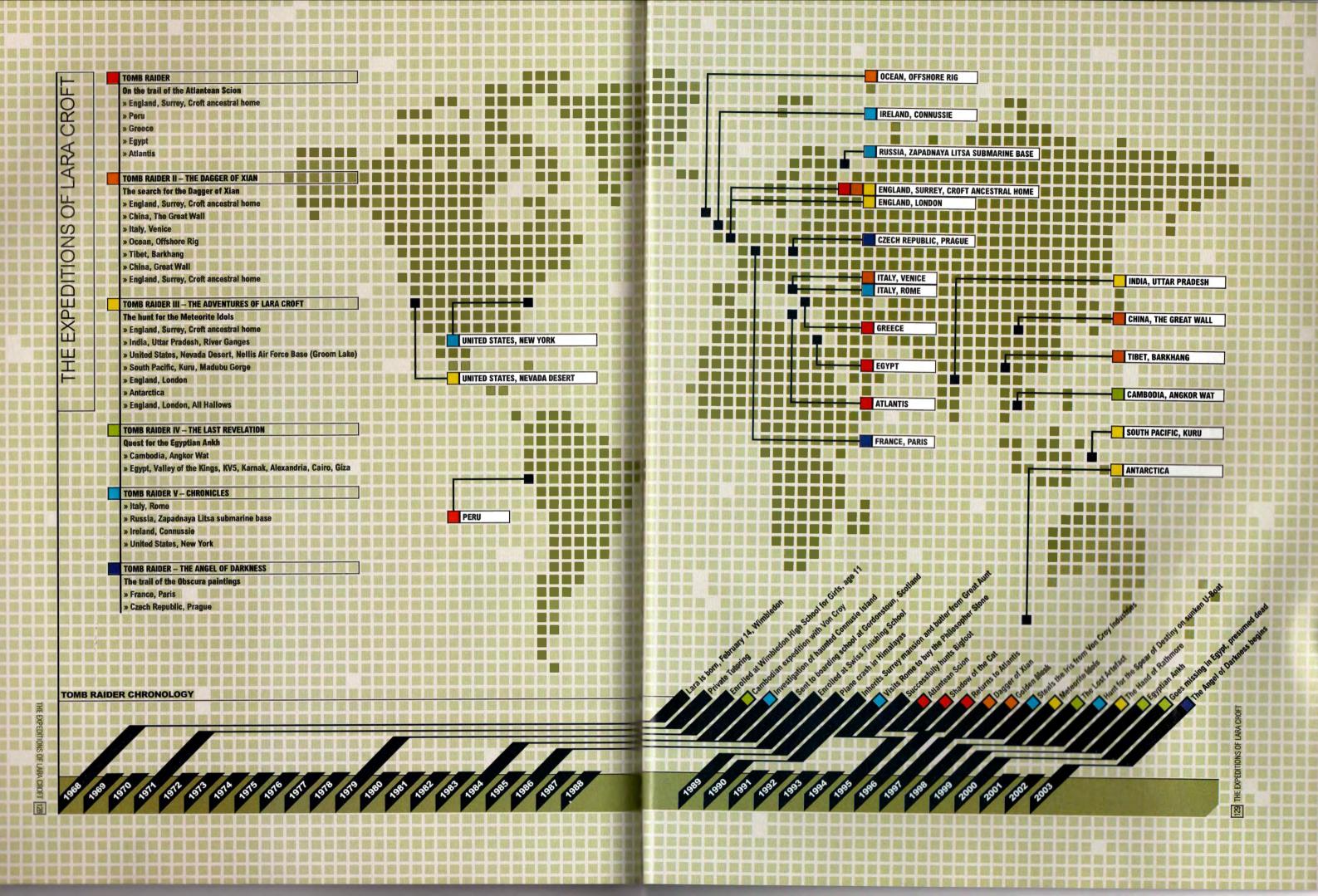
"What you don't realise is ohilim back.

Darkness. The giveaway is that it glows, show"What you don't realise is a twist right at ing that it still has power and so that Kurtis the end of The Angel of Darkness, when could be alive. Will Lara get to him in time?

"In the second game Lara goes to the Nephilim stronghold under Cappadocia. The whole game is under Turkey in Cappadocia. putting some shards into him. Karel, Eckhardt's right-hand man who runs the Cabal organisation, will then jump out of the shadows and actually kill Eckhardt.

"Lara talks to Karel, questioning what he's just done. Then he shows himself to Lara, showing that he's a Norbiliar Lara talks to Karel overything he needs, so he's gone back there and is starting characteristics.

"We never really wanted to reveal the Nephilim in their true form. We showed the Sleeper, but that's as much as we ever wanted to show of them. What we're actually doing now for the second doing now for the second game is designing





From her days as Lara Cruz to her latest adventure, Lara Croft Tomb Raider: The Angel of Darkness, this is the definitive source for all Tomb Raider fans. The Official Companion features original designs and commentary from the creative team which trace Lara's journey from her first game to present day. Exclusive interviews with the creator of Lara Croft, plus Directors at Core Design give the reader valuable insights, for the very first time in print. Conceptual artwork and official character biographies illustrate the outstanding work behind this state-of-the-art game.

A book no true fan can be without.

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