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Tomb Raider IIIDeveloper (s)Core DesignPublisher (s)Eidos InteractiveProducer (s)Troy HortonDizainer (s) Jamie MortonRichard MortonEndhamProgram (s) Chris CoupeMartin GibbinsRether (s) Vicky ArnoldCompoocer (s) Nathan McCriserTitom Mac OSRelease 20 November 1998 Windows, PlayStationNA: 20 November 1998EU: November 1998Mac OSNA: 19 October 1999 Genre (s)Action-AdventureMode (s) Single-Glyphant Raider Tomb III. The Adventures of Lara Croft is an adventure video game developed by Coreido Design and published by Eidos Interactive. It was released for PlayStation and Microsoft Windows in 1998. Tomb Raider III is the third title in the Tomb Raider series and a sequel to Tomb Raider II. The story of the game follows archaeologist-adventurer Lara Croft as she embarks on a search to recover four meteorite parts that are scattered around the world. To get through the game, the player must complete a series of levels that include solving puzzles, pass dangerous places, and defeat enemies. Tomb Raider III was built on an upgraded version of the Tomb Raider engine used by its predecessors. The engine offers better speed efficiency and new graphics features such as color lighting and triangular polygons, allowing developers to achieve more detail and more complex geometry. The game was designed to be more in line with the puzzle-solving gameplay of the original Tomb Raider, as opposed to the more shooting oriented style of Tomb Raider II. Accompanied by the extensive marketing campaign Tomb Raider III was a commercial success, selling about six million copies worldwide. Although the game received generally positive reviews, it is not as good as its predecessors, with critics generally agreeing that the game failed to change the same tried and tested formula. The complex and unforgiving gameplay of the game also received some criticism. Tomb Raider III was ported to Mac OS computers in 1999 and released as the PSOne Classic on PlayStation Network in 2011. In 2000, a self-expansion was released with six new levels called Tomb Raider III: The Lost Artefact. The Gameplay Player, controlling Lara Croft in terms of third person, progresses through the Nevada desert game level. Tomb Raider III is a one-game adventure game in which the player controls the main character, Lara Croft, from the point of view of the third person through five locations: India, the South Pacific, London, Nevada and Antarctica. After the player completes the first place (India), the next three (South Pacific, London and Nevada) can be played in any order until the final location (Antarctica) closes the game. Each place has a series of closed levels that include solving puzzles, jumping over obstacles, and defeating enemies. Most puzzles involve rearranging items, manipulating switches, or pressing objects. Like Lara, a player can run, Crawl, monkey swing through certain overhead frames, and swim and dive underwater for a limited period of time. Lara can sprint to get a temporary burst of greater speed while running, which is useful for escaping errant boulders and other immediate disasters. To defeat enemies, the player can use a variety of weapons, including dual pistols, double Uzis, Desert Eagle, shotgun, MP5 submachine gun, grenade launcher, grenade launcher and harpoon pistol for underwater use. Double pistols have endless ammunition and are Lara's weapon by default, while other weapons have the final ammunition and must be found in levels. At some point in the game, Lara will be stripped of all her weapons, leaving the player defenseless and forced to use stealth before recovering her pistols later. Lara has a certain amount of health, which decreases if she falls from a great height or when she is attacked by enemies. If Lara's health is completely depleted, the player must start the game again from the previous point of preservation. To keep a player's progress in the playStation version, a memory card is required, and it consumes a saving crystal from Lara's inventory. They can be found in every level and do not require the player to keep the game in a pickup spot. Much of the game takes place underwater. Some pools are populated by piranhas that can kill Lara within seconds, while others flow with currents that can pull it in a fixed direction, preventing the player from being able to swim back or grab onto the ledge. In addition, the water in Antarctica is too cold for Lara to swim for more than a few seconds. The player can also wade through the efsand, but at the risk of drowning Lara. Some levels require the player to use vehicles. For example, the kayak helps Lara to descend the rapids at the level of the Madubu Gorge, while the underwater propeller allows her to explore deep-sea areas at Iuda gate level. Other vehicles include a quad bike, a boat and a trolley. Outbreaks can be used to study darkened areas. Ammunition, flares and health recovery items are scattered between levels to help players increase their resources. The game has a level of training where the player can practice Lara's moves and fighting abilities. On site A, RX Tech excavates the site of a meteorite that fell on Antarctica millions of years ago and finds strange Rapa Nui-like statues next to the grave of one of the sailors HMS Beagle. Meanwhile, the archaeologist-adventurer Lara Croft is looking for an artifact known as the Infada Stone, in the ruins of an ancient Indian Hindu temple, once inhabited by the Infada tribe. After taking the artifact from a researcher working at RX Tech, Lara was approached by RX Tech scientist Dr. Willard, who explains that Polynesians have stumbled upon a meteorite crater in Antarctica for thousands back and found that he had spent an incredible incredible Using a meteorite stone, they created four crystalline artifacts, one of which is the Infada stone. They fled Antarctica for unknown reasons, but in the 19th century a group of sailors traveling with Charles Darwin arrived in Antarctica and rediscovered the artifacts. Four artifacts were distributed around the world. Dr. Willard was able to track down the artifacts using the diary of one of the sailors. Lara agrees to help him find the other three. Traveling on the island of the South Pacific, Lara meets a wounded soldier, who gives her hints of the existence of a powerful deity. Pursuing the deity, Lara learns that one of Darwin's sailors brought one of the artifacts to the island. It penetrates the temple and defeats the deity, which has a great power, given by the second artifact, the dagger of Ora. In London, Lara is looking for a third artifact, the Eye of Isis, which is now owned by Sophia Lee, the head of a cosmetics corporation. Lara learns that the corporation conducted experiments on people to achieve immortality and eternal youth for the personal benefit of Sophia. Lara confronts Sophia in her office and eventually gets the artifact. In Nevada, Lara passes through a desert canyon and tries to infiltrate Area 51, where a fourth artifact, Element 115, is in an alien spaceship guarded by the U.S. government. She was captured after her attempted break-in failed. After freeing herself, she escapes from the security complex and is laid on a truck in District 51, where she receives an artifact. Collecting all four artifacts, Lara goes to Antarctica and discovers that Dr. Willard used the knowledge derived from a meteorite to conduct experiments on his people, turning them into terrible mutations. Outraged by this revelation, she confronts Dr. Willard, who reveals that he plans to encourage mutations only on a global scale, using the combined power of the artifacts and meteorite from which they were carved. When Lara voices her disagreement with his operation, Willard betrays her, steals artifacts and disappears at the site of the excavation. After fighting new mutants and navigating the treacherous ruins of an ancient city built on top of a meteorite crater, Lara encounters Willard, who has now used the power of four artifacts to significantly speed up the evolutionary processes of the human body and thus turn himself into a spider-like creature. Lara deactivates the meteorite, recovering artifacts, kills the mutated Willard and escapes by helicopter. Developed unlike its predecessors, Tomb Raider III was developed primarily for the PlayStation console. Tomb Raider III was developed by Core Design and published by Eidos Interactive as a continuation of the 1997 tomb Raider II title. Initially, Core Design envisioned Tomb Raider III as a next-generation Tomb Raider game built on a new game engine with a new animation system. As the artist Stuart explained Tomb Raider Tombs Wanted at least two years to really promote the series, but the producers said that, as in Tomb Raider II, the development would be completed in less than a year because there was strong consumer demand for it. For the original team, which lived two years in a row with demanding schedules for the show, it was too much, Atkinson said. As a result, the new team was joined from other Core Design projects to build the Tomb Raider game in 1998, giving the original team more time to develop their next-generation project. The actual development of Tomb Raider III began in December 1997. At the time, lead programmer Martin Gibbins, who previously worked on the 1996 title Blam! Machinehead, was tweaking the old Tomb Raider engine to build a new game with a stronger focus on action and shooting. The new team considered Gibbins' additional work on the engine valuable and decided to use it as the basis for the 1998 Tomb Raider game, which was originally supposed to be a spin-off called The Further Adventures of Lara Croft. However, as new ideas developed and introduced, the company considered the number of changes sufficient to justify a complete continuation. PlayStation has served as the leading platform for the game, while microsoft's Windows release is a transformation with slightly improved visual effects. As a result, everything was built around PlayStation hardware capabilities, with a 16-bit palette and high-resolution graphics, as opposed to 8-bit palettes and pseudo-medium resolution of previous titles, explained Core Design CEO Jeremy Smith. The upgraded engine offered better speed efficiency and new graphics features. While the original Tomb Raider and Tomb Raider II used a mesh system where developers could build levels with a set of blocks, the Tomb Raider III system included triangular landfills, allowing developers to achieve a more detailed and more complex architectural structure. Triangles have also allowed developers to implement the quick and rippled water features in the game. The dynamic lighting system has been improved with color lighting and better water reflection, making Tomb Raider III more atmospheric than its predecessors. The team also introduced new weather effects such as rain, snow and wind. The game has more particle effects, offering more realistic explosions and smoke. All the textures used in the game were drawn in true color before being drawn by a graphic engine, which led to an improvement in the quality of the output. Tomb Raider III was designed to match the gameplay of the original Tomb Raider, as opposed to the more shooting-oriented style of Tomb Raider II. Levels were designed to be less linear than before, with the goal of giving players multiple routes to complete each one. Five locations of the game were before the plot was According to producer Mike Schmitt, the team decided to just take the globe, rotate it, and see where it lands, and whether it's an interesting place or not. After the situation was determined, a storyline was written linking all the locations. Lara's range of abilities was extended by movements such as duck, scanning, dash and monkey swing. The 1995 film Desperado influenced Lara's performance and new moves. The developers initially considered the possibility of implementing a hand-held battle, but the idea was rejected because it would require the provision of new combat animations to the enemies. The specialist was hired to improve the game's artificial intelligence and give enemies more realistic behavior. In previous Tomb Raider games, enemies simply ran to Lara and immediately attacked, while in Tomb Raider III enemies could jump out of the darkness and attack the player, or retreat back to the level and regroup to attack later. A stealth element was introduced, partly inspired by The Rare 1997 hit GoldenEye 007, which allowed players to sneak around and avoid detection. Added new vehicles that are crucial to completing certain levels; the team also experimented with the idea of putting Lara on horseback, but eventually they abandoned it. The development of the game took eleven months, and the inclusion of all new ideas in the engine was considered the most difficult task of the project. The marketing and release of Tomb Raider III was accompanied by an extensive marketing campaign. To promote the game, English model Nell McAndrew was hired as Lara Croft on a press tour of Italy, Spain, Germany, the US and Australia. McAndrew has made appearances at various multimedia outlets, including TV shows, radio stations and department stores, while Lara Croft has appeared on the cover of most British gaming magazines. Other highlights included a French television commercial for car manufacturer SEAT and a music video for German band Die Orzle. British sports lifestyle brand Animal has designed and professionalized a range of Lara Croft clothing and accessories, while Core Design has launched its own clothing items. In May 1998, a demonstration of the game was presented at the Electronic Entertainment Expo in Atlanta, Georgia. The show included a virtual appearance of Lara, which allowed viewers to ask her questions. According to Core Design's public relations manager Susie Hamilton, a total of 1.7 million pounds have been spent on the marketing campaign. Tomb Raider III was released for Microsoft Windows and PlayStation platforms on November 20, 1998. After the release, some minor errors were discovered in the game, the most significant of which prevented players from completing the Temple Ruins level if they saved the game in a certain area and then returned to that area. Although the errors in the Microsoft Windows version were using the help of patch, they remained in the original PlayStation discs. To prevent further problems, Core Design quickly burned new gold discs with an updated version of the game. The port, developed by Westlake Interactive and published by Aspyr, was released for Mac OS computers in 1999. In March 2000, a self-driving expansion called Tomb Raider III: The Lost Artefact was released for Microsoft Windows and Mac OS computers. Unlike the main game, the expansion was developed by a separate Eidos team. It includes six levels set in several European locations where Lara must learn about the existence of a fifth meteorite called Ratmore's Hand. In 2011, Tomb Raider III was released as the PSOne Classic on PlayStation Network. Admission AdmissionAgregia AssessmentAggregatorScorlngs78% (PS) 3273% (PC) KVG 35Edge8/10-36EGM27.5/40-37-Famitsu 30/40. 5/10 (PS) 39 x 6.9/10 (PC) Next Generation (U.S.) Electric Playground7.5/10 (Tomb Raider III) has received generally positive reviews from critics, it is not so good, like its two predecessors. The Edge considered Tomb Raider III a valid addition to the growing franchise, saying it offers more engaging graphics and more innovation than Tomb Raider II, while Next Generation called it the biggest and most useful game of the series. CVG described it as the perfect combination of exploration and puzzles of the original, and the over-the-shoot character of the sequel. In its review, IGN said that Tomb Raider III does not solve any of its original dilemmas, and in its current form the adventure research genre, which was revolutionized by Tomb Raider, is exactly where it was two years ago. Writing for GameSpot, reviewer Joe Fielder highlighted the graphics for its new light effects and diverse textures, saying they improve the gaming experience because it makes it easier for players to identify ledges and jump points. Douglas Perry of IGN noted that the upgraded engine made the game better than its predecessors, but generally considers the Tomb Raider III obsolete, especially compared to the new engines that were released at the time. The Edge felt that the old controls did not fit more complex environments, and criticized the lack of storytelling and cinematic presentation of the game. The complex and unforgiving gameplay of the game disappointed critics. Game Revolution explained that while in previous Tomb Raider games instant death occurred if you tried to rush through the area and you did something stupid, every step in Tomb Raider III is a potential threat of instant death, no matter how carefully you try to be. The publication went so far as to name the Tomb III marketing concept, stating that the game is so complex that it is impossible to surpass without buying a strategy guide. Similarly, Electronic Gaming Monthly criticized the game for being urgent and highly disappointing, but noted that it had too many cheap deaths. The publication also noted that stealth elements in Nevada were ineffective, especially compared to Konami's Metal Gear Solid. New car games, improved artificial intelligence enemies and non-linear gameplay were generally highlighted positively. The electric playground said that moving to different locations in a non-linear way makes Lara's adventures more diverse and rewarding. CVG's Ales Huhtala praised the fact that players must assemble Save Crystals to keep their progress in the PlayStation version of the game, as he felt that Tomb Raider II's ability to save the game at any time made the game very easy and relieved the tension. Joe Rybicki of the U.S. PlayStation Magazine said the rescue system was a poorly thought-out return to one of the most annoying aspects of the original game, making Tomb Raider III much more disappointing than it should be. However, he concluded that players can still find Lara useful and addictive, if sometimes frustrating, a companion. After the release of Tomb Raider III, it topped the UK charts and became the second best-selling video game in 1998 in the German market after Anno 1602. At the 1999 Milia Festival in Cannes, he won the Platinum prize for revenues above 68 million euros in the European Union last year. That made it the highest-grossing game in Europe in 1998. By 2009, Tomb Raider III had sold nearly six million copies worldwide. Inquiries: b c d e f g h Perry, Douglass (November 20, 1998). Tomb Raider III: The Adventures of Lara Croft. Ign. Archive from the original on March 22, 2016. Received on March 14, 2017. - b c Core Design, ed. (1998). PlayStation Tomb Raider III Training Guide. 7-12. a b c GameSpot's Tomb Raider III Game Guide - Lara's Weapon. GameSpot.co.uk 1999. Archive from the original on October 3, 2000. October 3, 2001. a b Ward, Kip (October 1998). Walk. Tomb Raider III Prima Official game guide. Prima game. ISBN 978-0761518587. - b c d e f g Tomb Raider 3 Review. Game Revolution. December 1, 1998. Archive from the original september 10, 2015. Received on March 16, 2017. - Core Design, ed. (1998). 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