

Tomb Raider: The legend of Lara Croft



1995: Graphic artist **Toby Gard** (pictured) creates Latin American game character called **Lara Cruz**, later changed to British **Lara Croft**

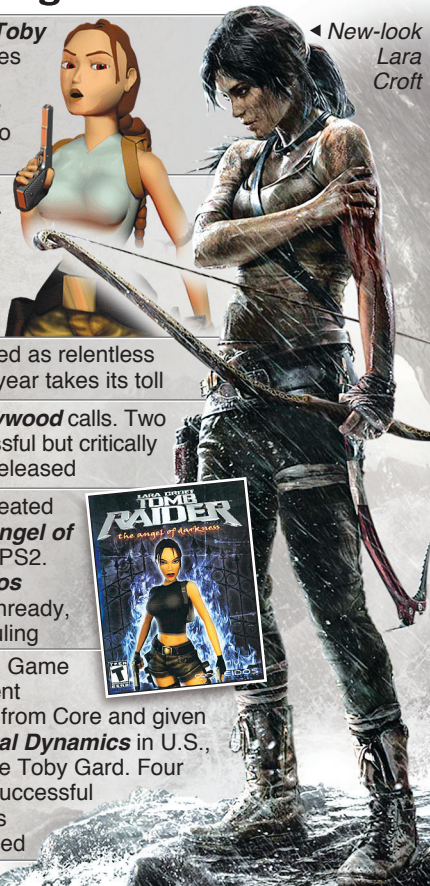
◀ New-look
Lara
Croft



1997: Gard leaves developer **Core Design**,

citing lack of creative freedom.

Tomb Raider II released, cementing Lara Croft as gaming icon



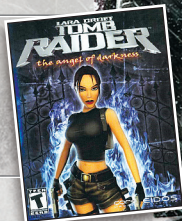
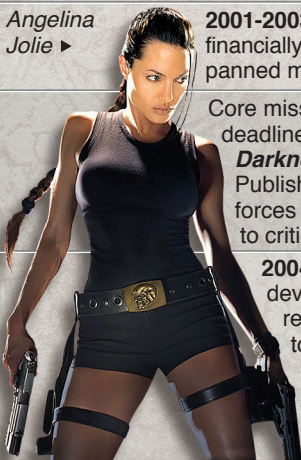
1998-2000: Games begin to look jaded as relentless pressure to bring out new title every year takes its toll

Angelina Jolie ▶

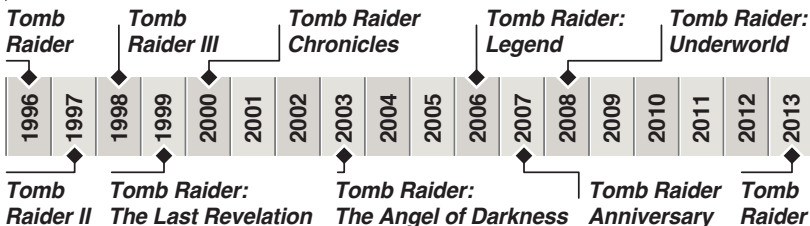
2001-2003: **Hollywood** calls. Two financially successful but critically panned movies released

Core misses repeated deadlines for **Angel of Darkness** on PS2. Publisher **Eidos** forces it out unready, to critical mauling

2004-2013: Game development removed from Core and given to **Crystal Dynamics** in U.S., who hire Toby Gard. Four very successful games released



▶ TOMB RAIDER GAME RELEASES*



*Console and PC releases. Omits dozens of spin-off titles released for mobile, web, TV and slot machines

Source: IGN Photos: Crystal Dynamics/Square-Enix, Paramount Pictures, Getty Images © GRAPHIC NEWS