

Tomb Raider 25th anniversary

Originally created by a small, six-person UK developer, *Tomb Raider* has grown into one of the biggest video game franchises in the world, selling 84 million copies and spawning several Hollywood movies



1994: Aged just 23, video game designer **Toby Gard** (above) creates Latin American game character, **Lara Cruz**, later changed to British **Lara Croft**



Original box art for 1996 game



1997: Gard quits **Core Design**, citing creative differences. **Tomb Raider II** released, cementing Lara Croft as gaming icon

1998-2000: Games begin to look jaded as pressure to release new title each year takes its toll

2001-2003: Two financially successful but critically panned movies released

Protracted development of **Angel of Darkness** on PS2 sees publisher **Eidos** force game out unready, to critical mauling

2004-2018: Game development taken from Core and given to **Crystal Dynamics** in U.S., who hire Gard as consultant. Nine successful games released

Movie reboot replaces **Angelina Jolie** (left) with **Alicia Vikander** (above right) in lead role. Critics applaud casting, but find plot uninspiring

2022: New cartoon-style video game for smartphones and tablets (right)



Gameplay revolves around exploration of hostile habitats, solving puzzles and avoiding deadly traps

Original 1996 character model (right) made up of **230** polygons. By 2013 iteration (above), Lara Croft consisted of around **200,000** polygons – more than double amount original **PlayStation** could handle

TOMB RAIDER GAMES/MOVIES

(Games in **bold** are canon)

Launch platform*

1996 Tomb Raider	Saturn, PlayStation (PS), PC
1997 Tomb Raider II	PS, PC, Mac
1998 Tomb Raider III	PS, PC
1999 The Last Revelation	PS, PC
2000 Tomb Raider	Game Boy Color
2000 Tomb Raider Chronicles	PS, Dreamcast, PC
2001 <i>Curse of the Sword</i>	Game Boy Color
2001 Lara Croft: Tomb Raider	Movie
2002 <i>The Prophecy</i>	Game Boy Advance
2003 The Angel of Darkness	PS2, PC
2003 Lara Croft Tomb Raider: The Cradle of Life	Movie
2006 Legend	PS2, Xbox, Xbox 360, PC, GameCube, PSP, Game Boy Advance, Nintendo DS (DS)
2007 Anniversary	PS2, Xbox 360, PSP, Wii, PC, PSP
2008 Underworld	PS3, Xbox 360, Wii, PC, DS
2010 <i>Guardian of Light</i>	XBox 360, PS3, PC
2013 Tomb Raider	PS3, Xbox 360, PC
2014 <i>Temple of Osiris</i>	PS4, Xbox One, PC
2015 <i>Relic Run</i>	Android, iOS, Windows Phone
2015 <i>Lara Croft Go</i>	PC, Android, iOS, Windows Phone
2015 Rise of the Tomb Raider	XBox One, Xbox 360†
2018 Shadow of the Tomb Raider	PS4, Xbox One, PC
2018 Tomb Raider	Movie
2022 Tomb Raider Reloaded	Android, iOS

*Games were frequently ported to other systems in subsequent months/years (omits mobile games, slot machines and other spin-offs) †Heavily criticised exclusive release for Xbox consoles only – arrived on PS4 and PC one year later. Sources: Square Enix, Crystal Dynamics, GamingScan, Wikipedia, Nick930 (YouTube), Statista. Pictures: Square Enix/Crystal Dynamics, Warner Bros, Paramount, Getty Images, Creative Commons