

TOMB RAIDER III

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WORK-IN-PROGRESS DEMO

NOTE: This is a work in progress demo. The final product will support all major 3D cards via Direct X and hardware card emulation for users without a 3D accelerator. You must have Direct X 6.0 installed to play this demo. For more information please visit <http://www.microsoft.com/directx/>

MINIMUM SYSTEM REQUIREMENTS

With hardware acceleration: Pentium Class 133MHz or 100% Intel compatible processor.

Without hardware acceleration: Pentium Class 166MMX MHz or 100% Intel compatible processor.

16MB RAM
Windows 95 or Windows 98
Direct X 6.0
4MB SVGA card
100% Windows 95 or Windows 98 compatible sound and video card.
4X CD ROM DRIVE
Mouse
Keyboard

RECOMMENDED SYSTEM REQUIREMENTS

Pentium Class 200MHz (or greater) or 100% Intel compatible processor
32MB RAM
3D acceleration recommended (100% Direct 3D compliant accelerator cards supported)

DEMO CONTROLS (default keys)

Note: The keys cannot be reconfigured for this demo, but they can in the full version.

Up arrow = run forward
Left/right arrow = turn left or right
Back arrow = hop backwards

Shift key = makes Lara walk/sidestep (when used with the arrow keys)

Ctrl = action (climb, shoot, pick up objects)

Alt = jump/swim

Space bar = draw/holster weapons

“<” = duck (then use arrow keys to crawl)

“>” = speed dash (while moving forwards)... Can only be used for a short time

“/” = draw/throw flare (if you have them in inventory)

ESC = display menu rings...use the arrow keys to cycle through your inventory items and Enter/Ctrl to select.

QUIT DEMO = ALT + F4