The Lara Crost

Style Guide

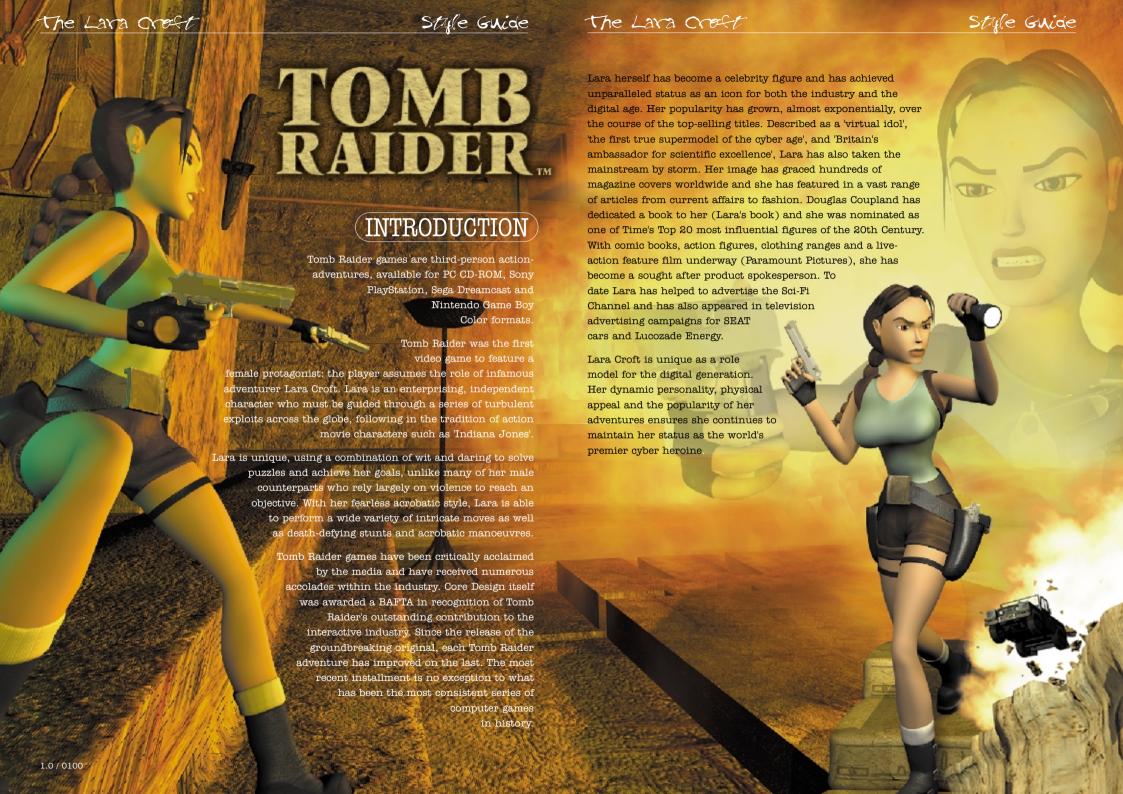


Lara Crost

# TOMB RAIDER



**EIDOS** 







# PROFILE

# GENERAL

BIRTHPLACE:

NAME: Lara Croft NATIONALITY: British D.O.B: 14/02

Wimbledon, Surrey

MARITAL STATUS: Single BLOOD GROUP: AB-

> HEIGHT: 5ft 9 WEIGHT:

9st. 4 34D 24 35

VITAL STATISTICS:

HAIR COLOUR: Brunette

EYE COLOUR: Brown

DISTINGUISHING FEATURES: 9mm handgun

# BACKGROUND

EDUCATION | Private Tutoring (3 - 11)

Wimbledon High School for Girls (11 - 16)

Gordonstoun Boarding School (16 - 18)

Swiss Finishing School (18 - 21)

SPORTS Not much of a team player. Discovered rock climbing while at Gordonstoun and used to set off into the hills alone during netball practice.

> Also took up shooting as an extra-curricular activity but was instantly banned for showing 'too keen an interest'. However, the strength that climbing gave her fingers was to become useful when she started pulling triggers for real.

FAMILY The daughter of Lord Henshingly Croft, Lara was brought up in the secure world of aristocracy - surrounded by tennis, butlers and corgis. But this all started to change when she went to the renowned school of Gordonstoun and found the mountains of Scotland.

> Whilst on summer vacation, she chanced across a copy of National Geographic on the hall table. The front cover featured a familiar name -Professor Werner Von Croy. A respected archaeologist, Von Croy had once lectured at Lara's school to pupils and parents alike. The experience had a profound effect on Lara, triggering a desire for travel to remote locations in search of adventure. In some ways Von Croy had become an inspirational figure for Lara, she learned that Von Crov was

currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia.

Unable to contain herself, Lara burst in to the room, thrust the article in front of her parents and without hesitation demanded she accompany Von Croy on his expedition. Lord Croft could hardly disagree that travel was an education in itself.



As Lara argued the case further, he found himself walking over to the desk and penning a letter to Von Croy, introducing himself as an influential society figure and offering financial assistance in exchange for his daughter's place on the expedition.

Von Croy's reply assured the Henshingly Crofts that the territories were friendly and that he had ample experience to look after both his and Lara's well being. Lara's company as an assistant would be welcome, as

was the offer of such a generous cheque. He remembered Lara from his lecture - her incessant yet insightful questions had made quite an impression upon him.

And so it was agreed by all that Lara would accompany Von Croy for the duration of the tour, Lara however was destined to return alone...

Later, at her Swiss finishing school, she took to the art of extreme skiing and spent a holiday in the Himalayas searching for more challenging terrain. On her return trip however, the plane crashed deep within the mountains and Lara was the only survivor.



Unable to stand the suffocating atmosphere of upper-class British society any longer, she realised she was only truly alive when she was travelling alone.

Despite this drastic life change, Lara still retains the essence of her upbringing - most notably with her polite, upper-class accent.

Lara's parents though, having sported hopes of her marrying the Earl of Farringdon, were less than convinced about this chosen lifestyle and ceased to associate with their daughter - even terminating her monthly allowance. The Earl is still waiting.



While in England, Lara lives in a mansion in Surrey which she inherited many years ago. At one time she saw little use in it but now realises that, if nothing else, it is at least handy for storing all the artifacts she has acquired on her travels. She has also had a custom-built assault course constructed in the grounds for training purposes.



EMPLOYMENT Lara doesn't consider tomb raiding as a job, merely a way of life - although she has been known to uncover archeological artifacts on commission.

> To fund her radical lifestyle, Lara writes travel books. Titles so far have included 'A Tyrannosaurus is jawing at my head' and 'Slaying Bigfoot'. Her common complaint though is that she doesn't have enough time to put pen to paper.

ACHIEVEMENTS | As well as uncovering many notorious archeological sites - including the Atlantean pyramid and the last resting place of the dagger of Xian, Lara has found fame in other areas... she has driven the dangerous





# PERSONAL

# FAVOURITE FILMS Deliverance

Aguirre, Wrath of God



FAVOURITE MUSIC/BAND Lara was brought up to appreciate classical music but having been a guest on U2's Popmart tour, has since become a fan of their music. She has also been introduced to the sounds of Nine inch Nails by her Aunty and considers it '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 having sampled most of the exotic delicacies of the world, Lara usually opts for beans on toast when at home.

# TRANSPORT

FAVOURITE MODE OF A Norton Streetfighter motorbike.

HOBBIES Any challenging sports. Has a particular interest in experimenting with different, often extreme forms of transport.

> Has also once admitted to stitching a kind of Bayeaux tapestry of her own adventures while at home.



AMBITIONS With her unique physical abilities, Lara is certain of being able to break many world athletic records and so sees no challenge in this herself. Her main ambitions still lie in the undefined world of tombs and the past.

> She has also however, developed a personal regard for Brian Blessed's attempts to climb Everest. If he never succeeds, she is determined to piggy-back him up there.

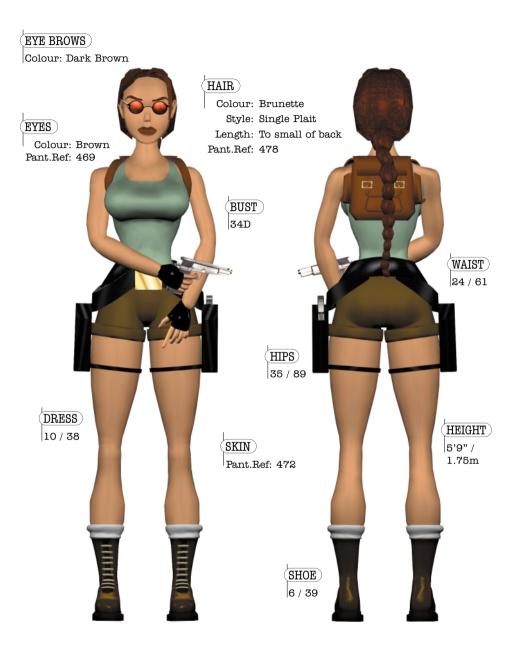
HEROES All the great ancient figures who respected themselves enough to design such intricate tombs to be buried in. 'Nobody goes to trouble like that anymore...'

LUCKY CHARM Any gun at hand.

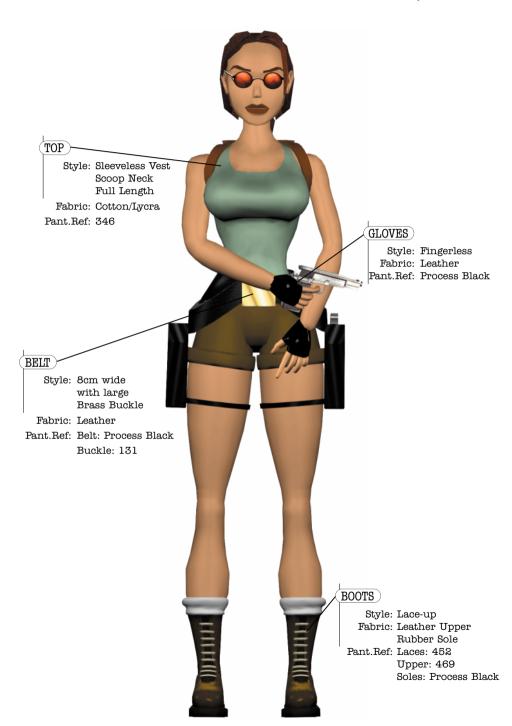
FEARS Her Aunty's Corgi which has bitten her on several occasions - about which, for once, there is little she can do.

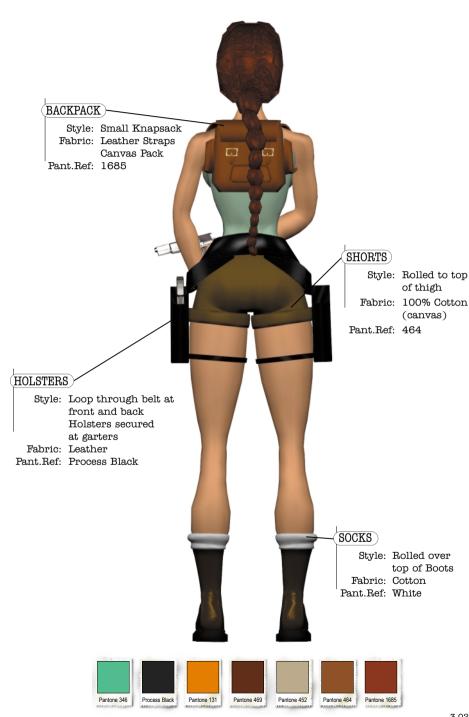


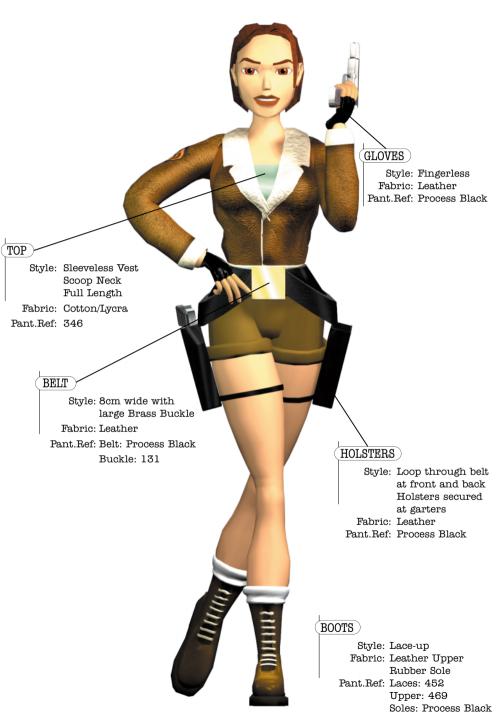
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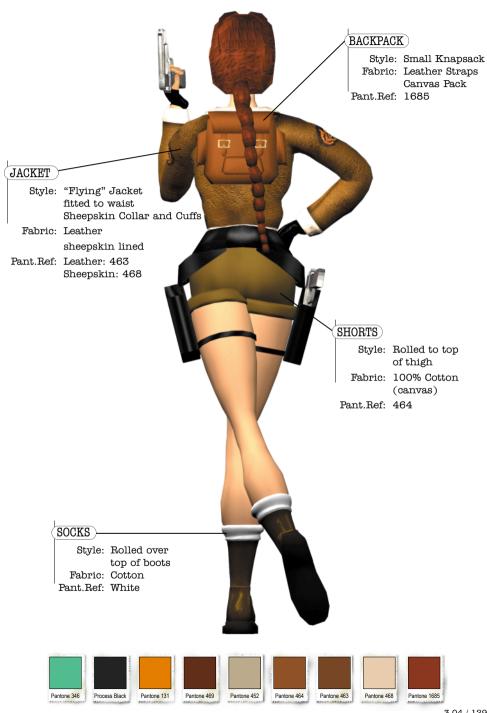


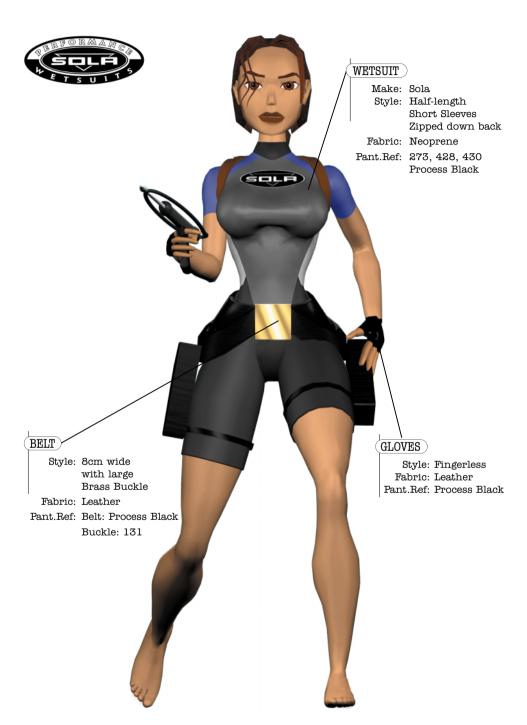


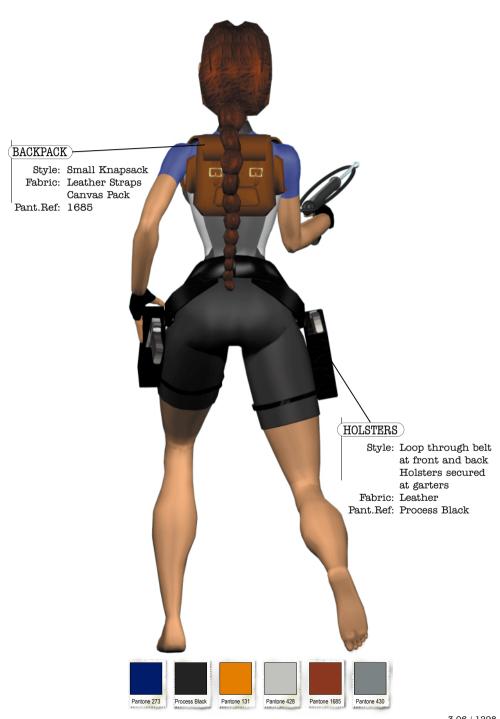


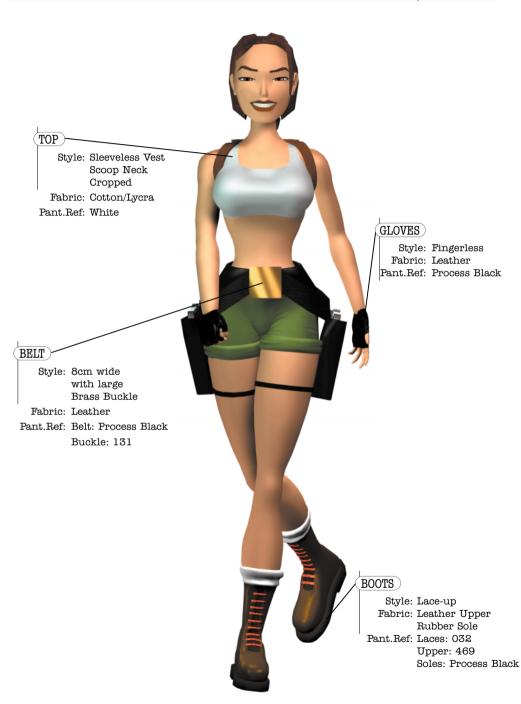


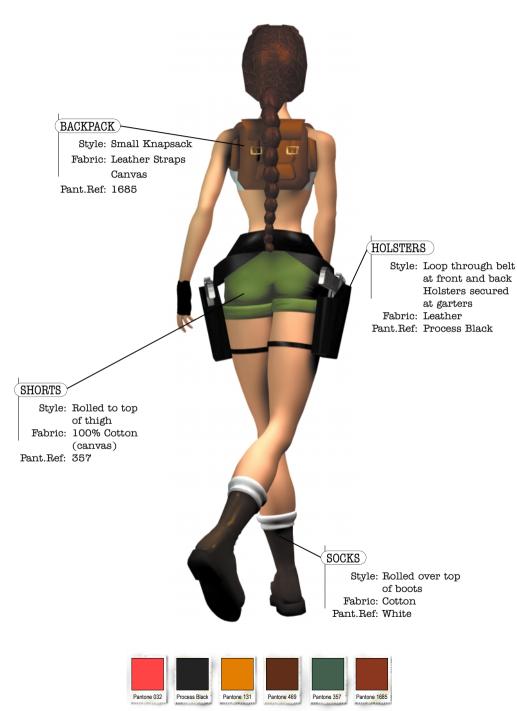




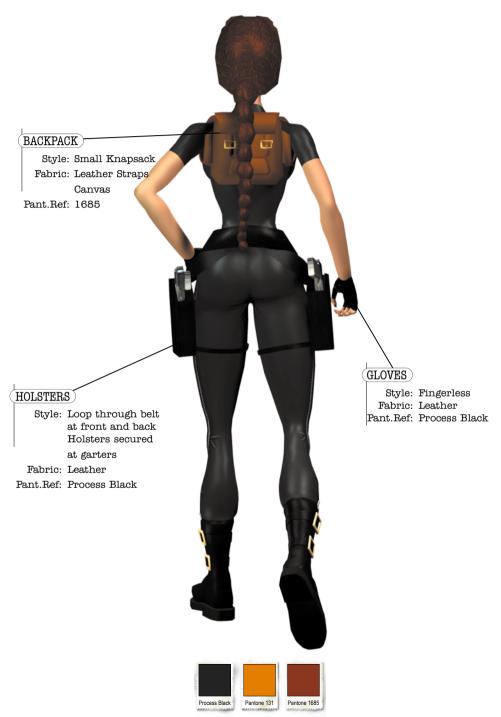




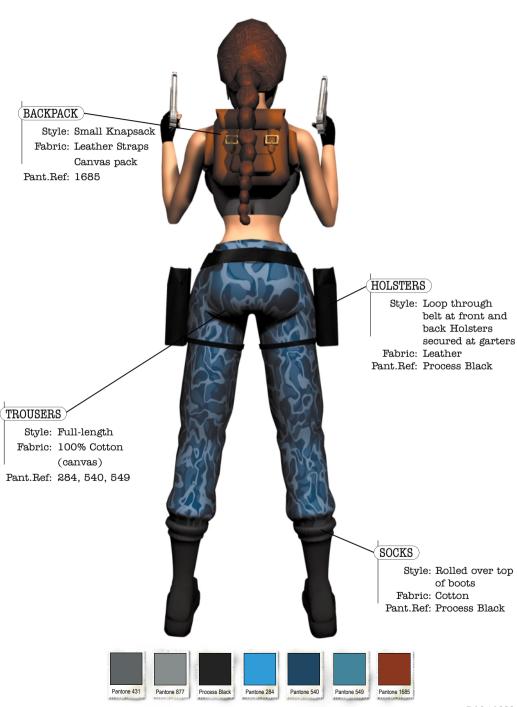


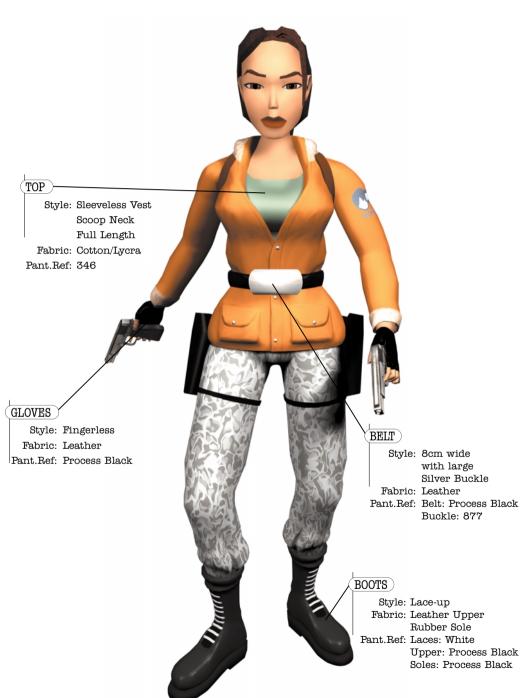




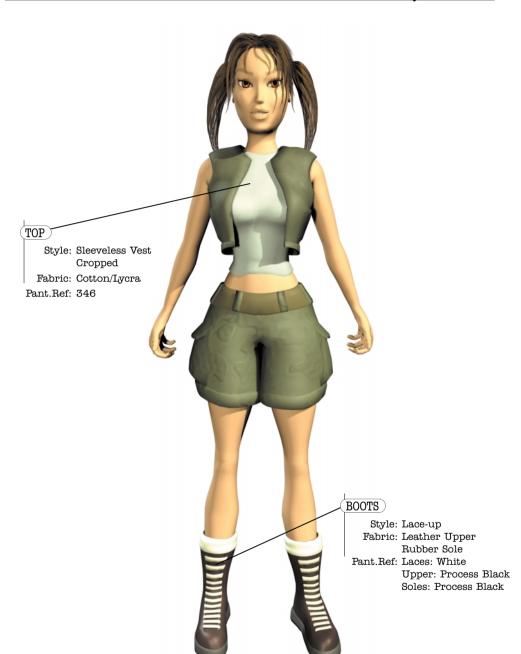


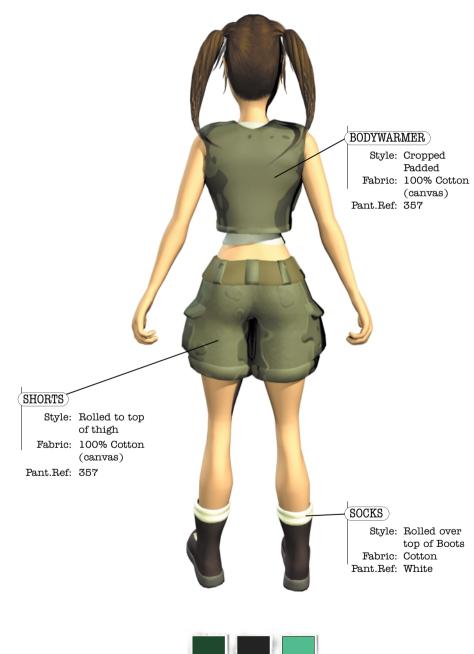


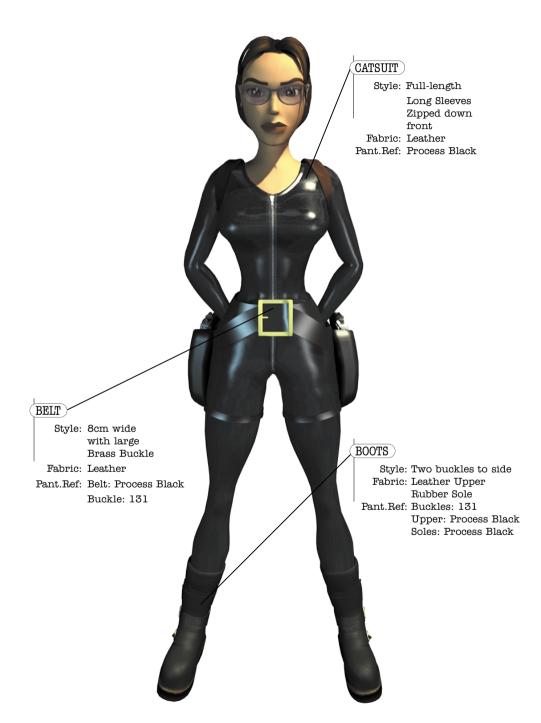




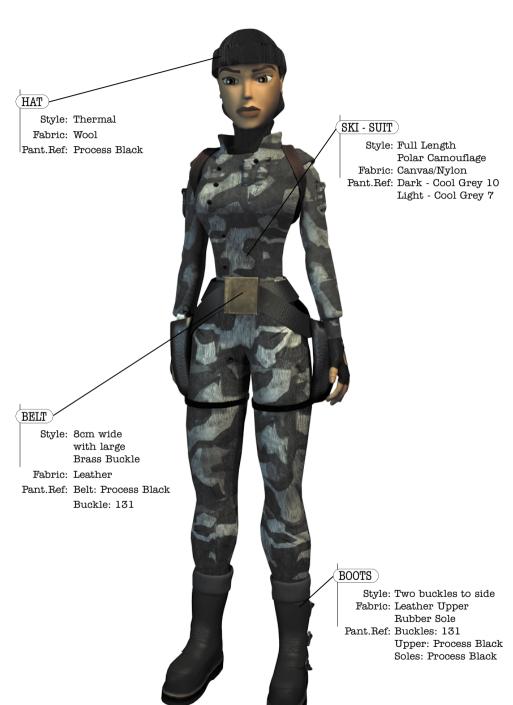


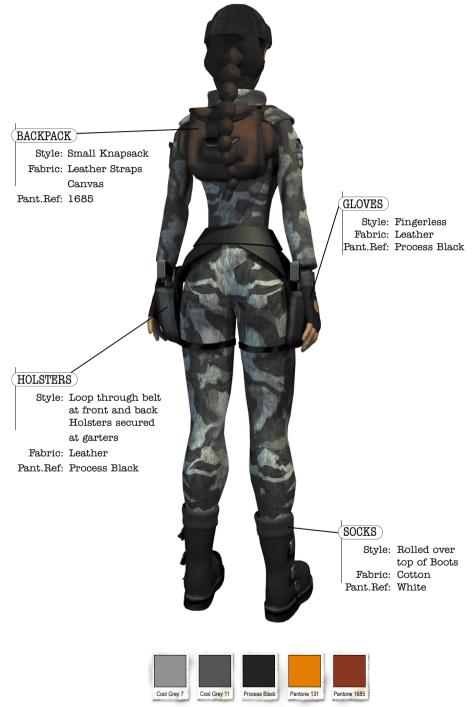












# CHARLES KANE





Born: Casablanca, Morocco 1949 Moroccan father, Scottish Mother.

Charles taught at the Gordonstoun Boarding School, his subject was history.

He taught Lara here for 2 years, long enough for him to recognize the potential of the young girl.

Having never had children of his own, bonded an almost fatherly relationship with her although only ever seemingly able to keep in touch from afar.

He has a personal interest in the old Iron Curtain countries and with the advent of Glasnost seized his opportunity to visit the Eastern block whenever he could afford the time.





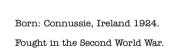


Born: Vienna, Austria 1940.

His father, curator of the city museum, introduced him to the ancient artifacts that so possessed his later life.

Began his explorations at an early age, to glean items for the museum.

Met Lord Croft through his father, and it was then that he was requested to guide Lara through her first exploration.



Decorated in the El-Alamein desert campaign under Montgomery, and honorably discharged after being wounded in battle.

Returned home and worked with his father as a gamekeeper under the laird on the local estate.

Formed a bond with Lord Croft upon organizing pheasant shooting excursions and was requested specifically into service by him on the mainland.

As Lara's parents continued their world excursions, Winston became like a father to her, a bond that remains to this day.

# FATHER PATRICK DUNSTAN





Born: Dublin, Ireland, 1954.

An orphan, raised and trained in a monastery, he left to travel the Amazon basin, as a missionary.

Pursues an interest in the paranormal, after being exposed to mysterious incidents in Haiti.

He returned to southern Ireland and took up his position as Local priest for Connussie.

In this short time he became close friends with Winston, and although returning to his travels as religious emissary, would return often to see his companion, and henceforth to eventually meet Lara.

PIERRE





Born: Nantes, France 1951

Pierre took an interest in Lara's exploits after, at a young age, she presented the Louvre with a giant painting that she had uncovered on her adventures.

He was so enamored with the media interest that pursued this venture, he decided that he himself would seek fame through the recovery of historic items.

Often pursuing the same artifacts lara herself sought, the two became rivals.

Lara is aware he seeks items only for monetary gain, and henceforth will do everything in her power to stop him and his associates from tarnishing her respectable trade.





Born: Little Rock, Texas USA 1967

Gun for hire.

While in the IIS Arms

While in the US Army, his direct approach and enthusiasm won him respect from his fellow soldiers. But due to low intelligence, was not considered as officer material.

Resenting this, he left to pursue a career as a gun for hire in Nicaragua, where he was once more working for the US army, but this time in a less official role. It was whilst on this 'mission' that he first met Pierre who was at the time engaged in an 'unofficial' dig himself.

Pierre feels that as mercenaries go, better the devil you know. He also appreciates that, with Larson not being the sharpest knife in the drawer, is unlikely to double cross him.





Born: New York, USA 1974

Tough street upbringing, showed unusually high level of intelligence in computing.

Youngest ever employee of Von Croy Industries, although his computing interests weren't always appreciated by the US government, hacking regularly into the FBI networks just because he could! Unfortunately this pastime led to his being the youngest ever exemployee of VCI.

Set up his own surveillance company and as a disgruntled ex-employee of VCI jumped at the chance of working with Lara.

# WEAPONRY

# WEAPONS



# STANDARD PISTOLS

Lara's default weapons – non-automatic single shot hand-guns. Very reliable but causes limited damage.



# M16

Fully automatic assault rifle. Very accurate over long distances, less effective at close range.



# UZI 9MM

Fully automatic pistols – causes massive damage due to rapid firing. Most effective at close range.



# DESERT EAGLE

A huge gun, the 50. Magnum is the largest calibre semi-automatic gun in existence. It will cause severe damage and stop almost anything.



# HARPOON GUN

The only one of Lara's weapons which is usable underwater.



# AUTOMATIC PISTOLS

Fully automatic hand-guns – the speed of discharge causes greater damage in a shorter time than the Standard Pistols.



# (GRENADE LAUNCHER)

Causes devastating damage but suffers from very slow reloading time.



# SHOTGUN

12 bore weapon causes significant damage at close quarters, however reload speed is fairly slow.

# WEAPONS



# ROCKET LAUNCHER

Single shot portable rocket launcher. Anything getting in the way of this won't be around long enough to tell you about it. Its only downside is reloading times.



# HEKLER & KOCH MP5

9mm calibre, replaces the Uzi as a tool of sleek Special Forces. The weapon is very small and is the ultimate defence weapon, it is extremely effective and destructive. Can be fitted with telescopic sights or laser tracking systems.



# REVOLVER

50mm high powered weapon, causes devastating damage at short to medium range.



# CROSSBOW

Extremely accurate weapon over long distances, the bolts that it fires can be either explosive or standard. The weapon fires virtually silently which helps in situations which require stealth.



# LASER SIGHT

Used in conjunction with the Revolver or the Crossbow greatly increases the accuracy of both weapons - especially over longer distances. The sight is also equipped with a high intensity light beam to enable Lara to target in darker areas.



# GRAPPLING HOOK

The Grappling Hook Launcher is an ideal way to get across gaps. The capsule it fires can only grip onto certain surfaces, usually grills or grates in the ceiling.







MINE CART



UNDERWATER PROPULSION UNIT



(KAYAK)



QUAD BIKE



MOTORCYCLE WITH SIDECAR



EXTREME DEPTH SUIT









# IMAGERY CATALOGUE

To order existing images of Lara or to discuss the requirements of an exclusive image please contact:

ANDREW THOMPSON

e-mail: andrew@core-design.com

SUSIE HAMILTON

e-mail: susie@core-design.com

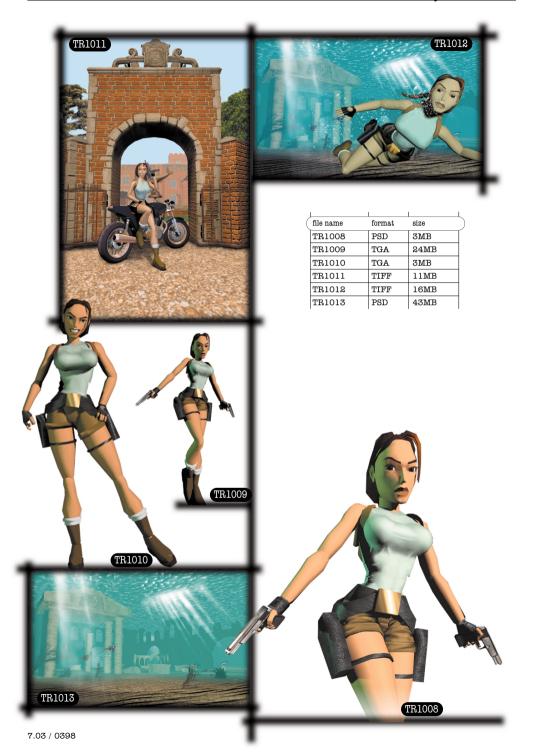
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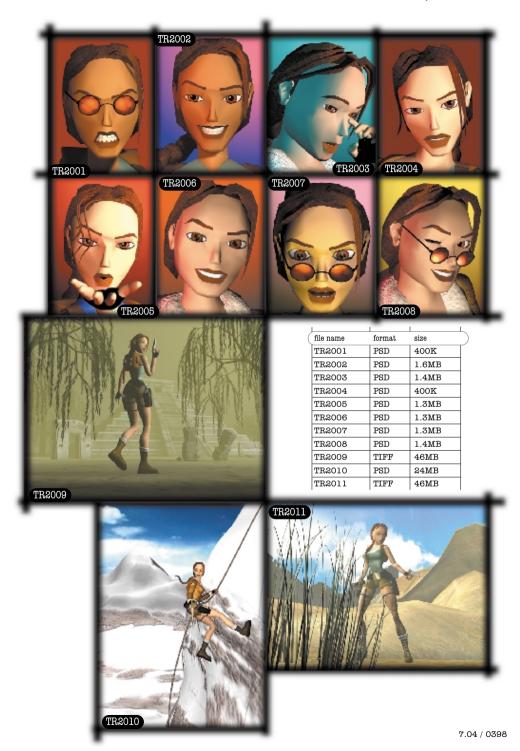
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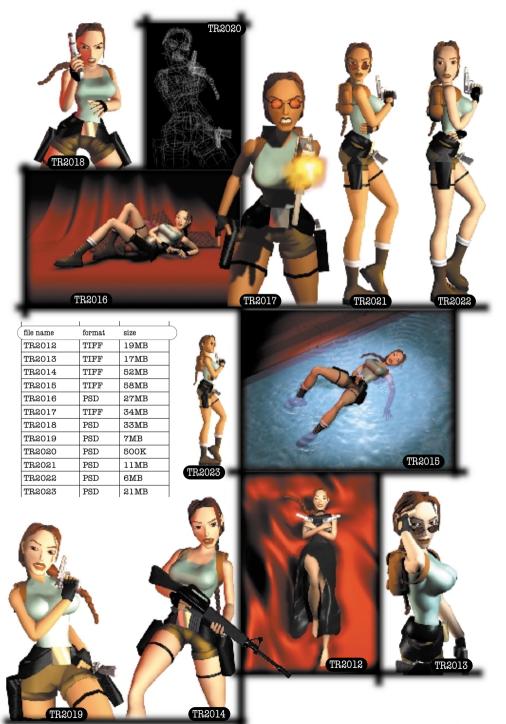
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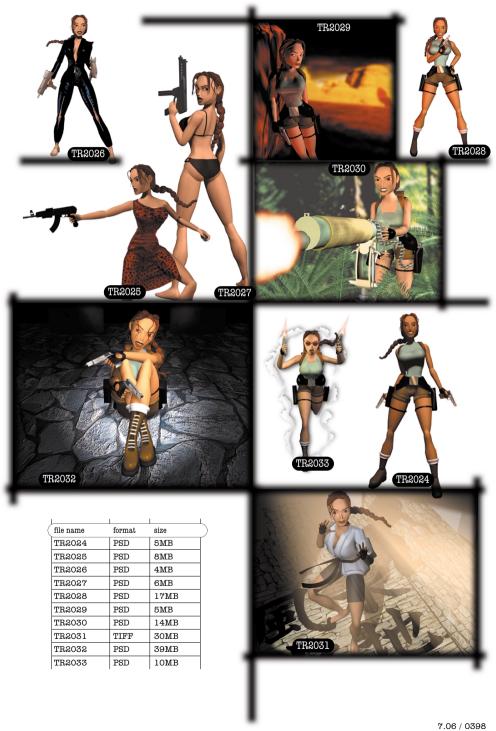


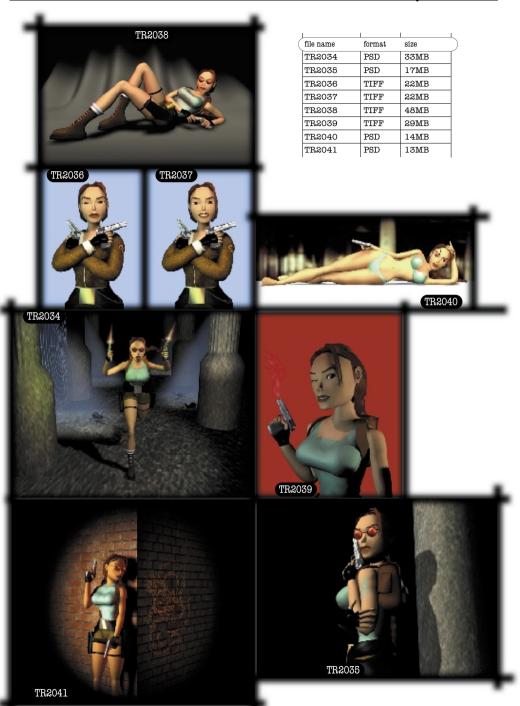


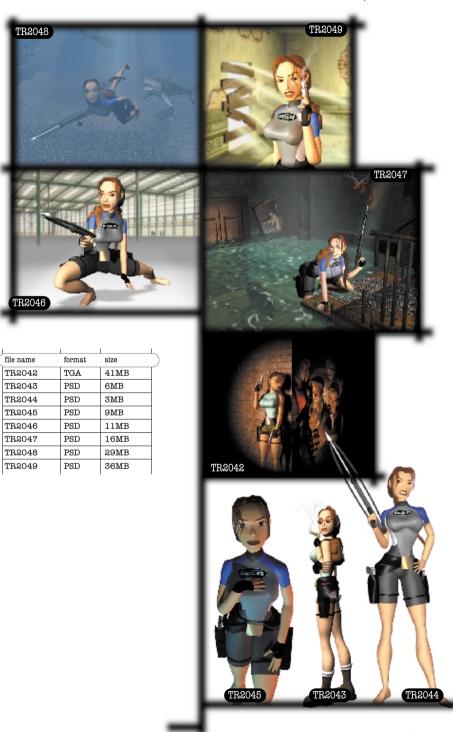


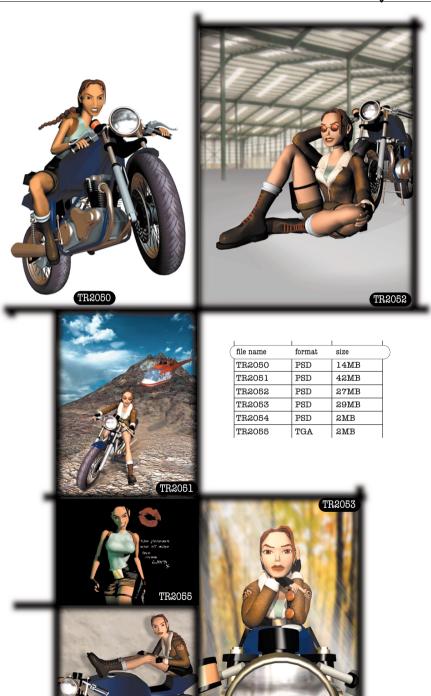










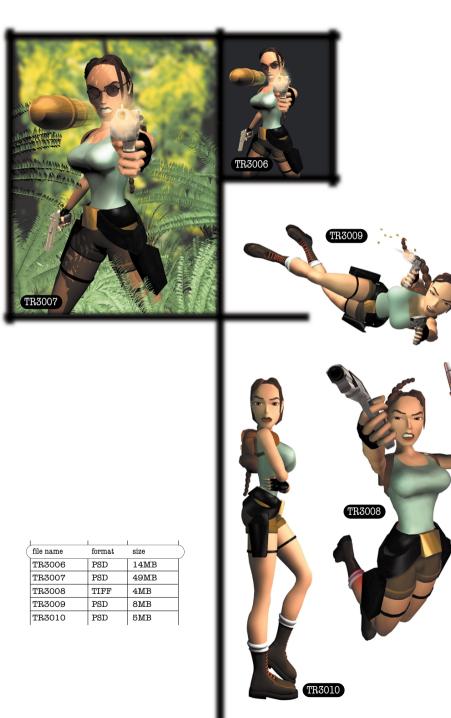








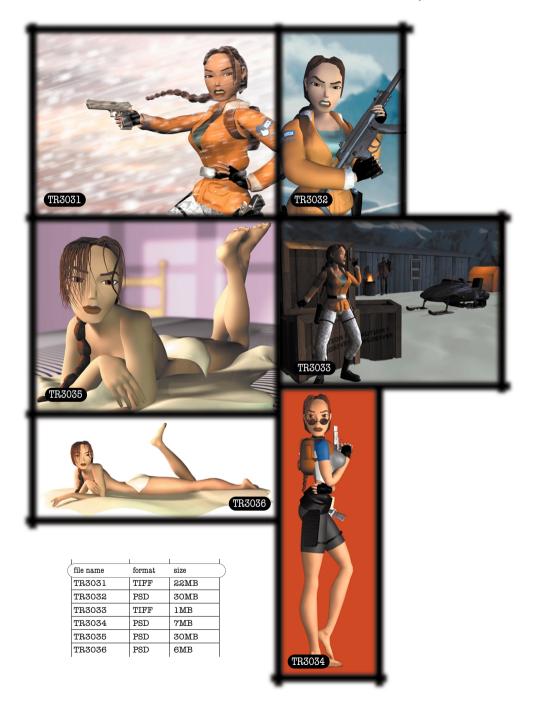


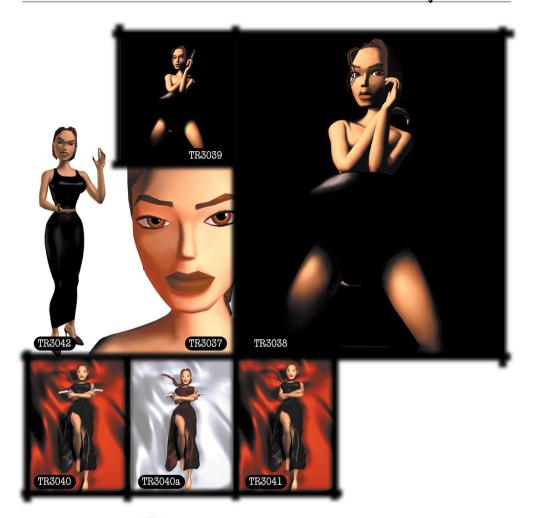






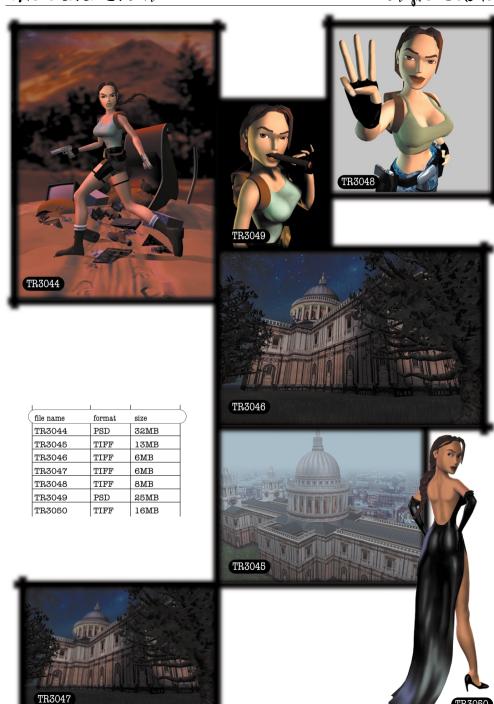






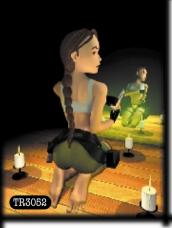


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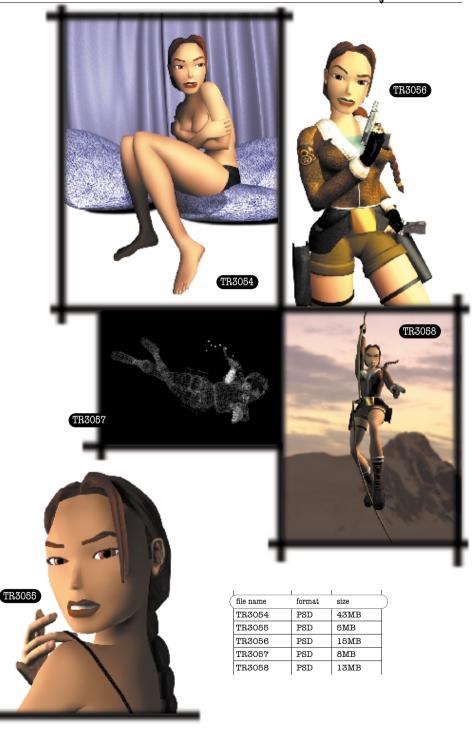


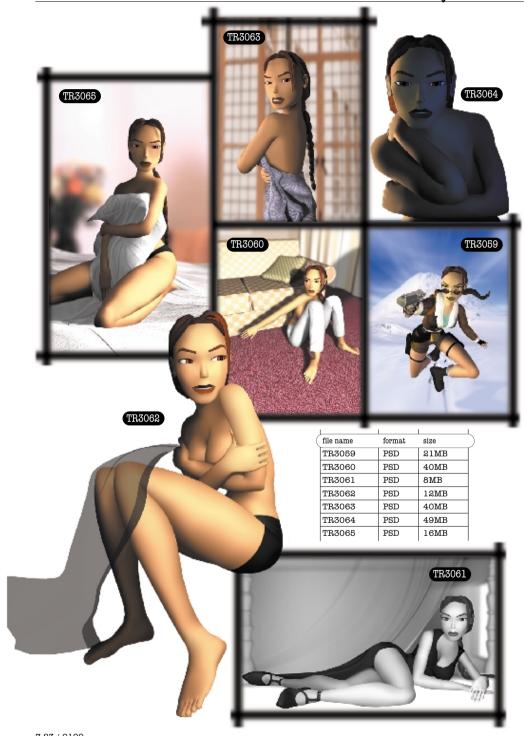


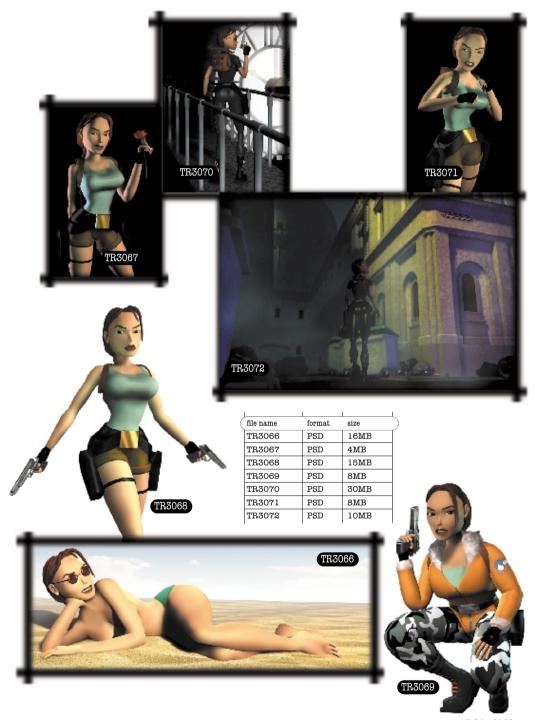
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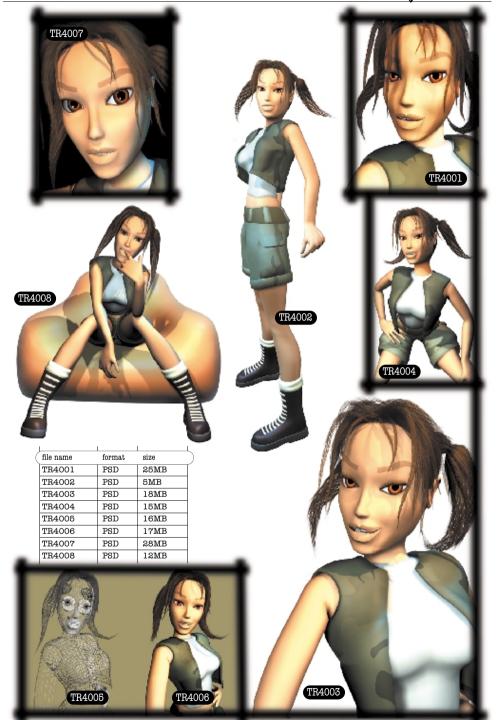




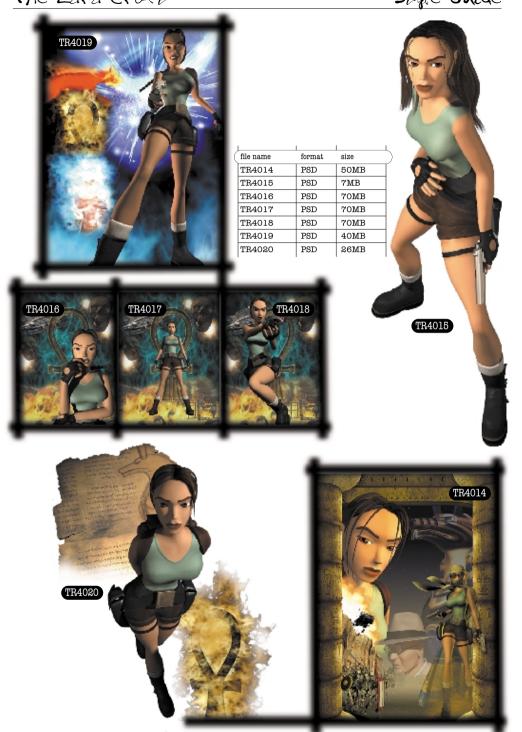




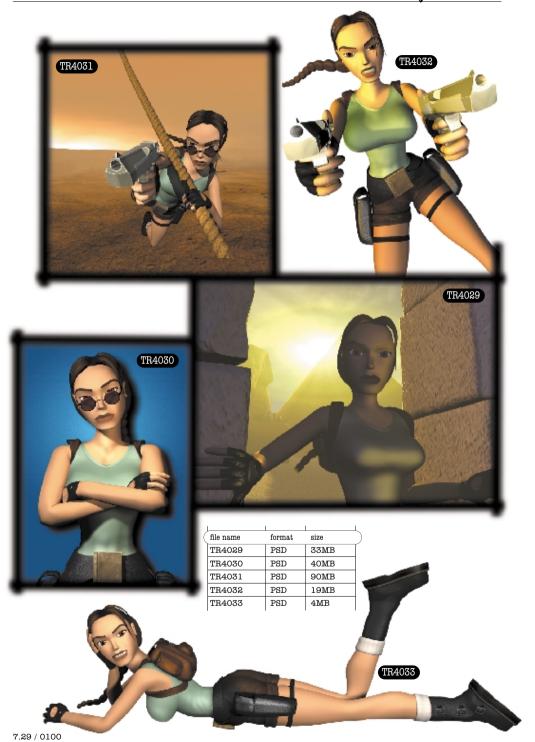














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You should be so lucky.



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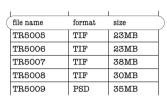
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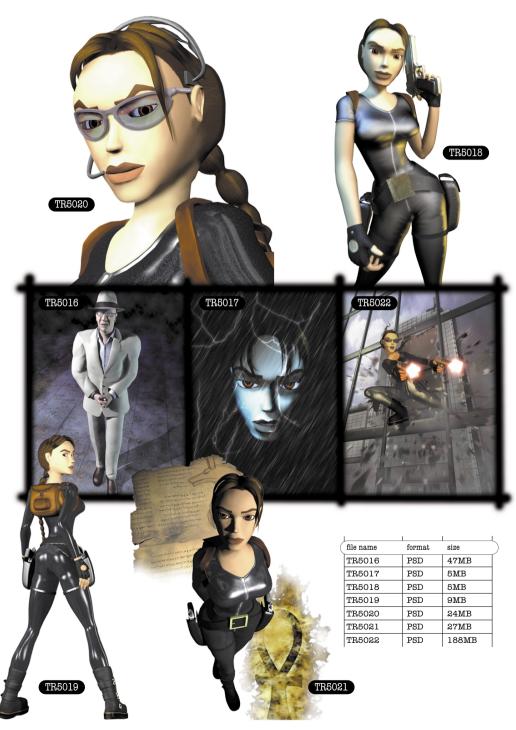


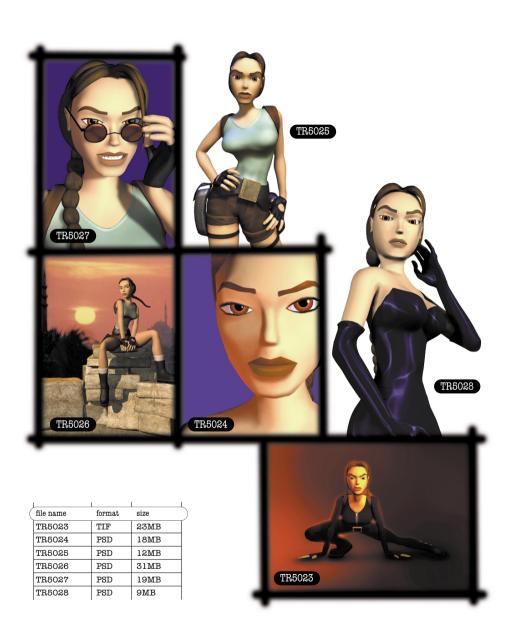




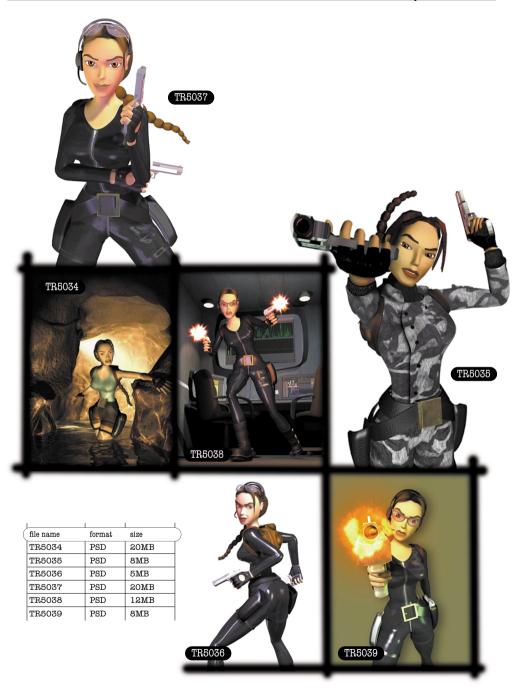


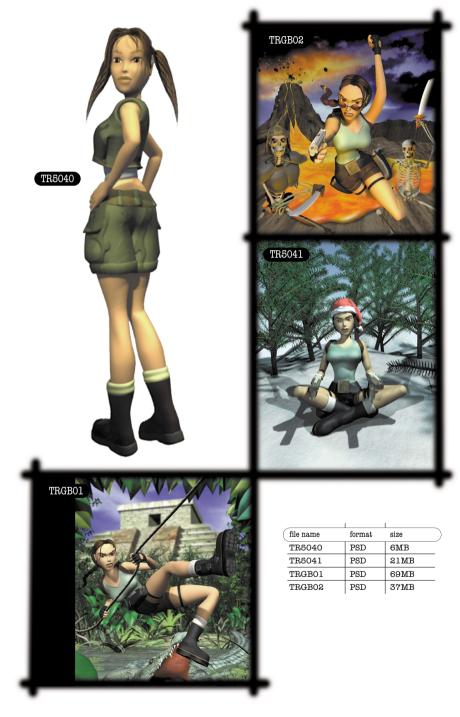












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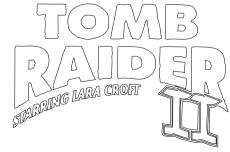


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## TOMB RAIDER III LOGO

European English

German

Italian

Spanish



## TOMB RAIDER III LOGO

French













TOMB RAIDER III LOGO
Dutch











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TOMB RAIDER CHRONICLES

European English / Spanish



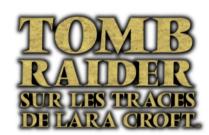
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German



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Italian





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TOMB RAIDER CHRONICLES

Japanese 1



TOMOBIR VIRAVIDUES.

TOMB RAIDER CHRONICLES

Japanese 2









