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by the Trinity Patrol. Trinity inadvertently released into the air an unstable pathogen, because of which the people he infects, regress into a zombie-like state. Men are particularly vulnerable because the virus stimulates the production of testosterone and adrenaline. The pathogen was created by a Soviet researcher with the aim of creating an army of irresistible super-soldiers, but all his experiments failed. After an accident that released the pathogen, he died in the institution, proud that he at least created a weapon to protect his homeland. When Sofia and Nadia provide support from a helicopter, Lara tries to find the source of the pathogen before a huge cloud is released into the atmosphere and pollutes the Valley of the Remains. Three women hatch a plan to send the pathogen from the three towers to the central tower, and cause it to explode, which will hopefully burn the toxin. Lara closes every tower during the collection rescuing female prisoners and eliminating waves of infected Trinity soldiers, and finally enters the core of the tower. While fighting infected soldiers, it causes a catastrophic explosion and jumps from tower to nada and helicopter Sofia. Nadia and Lara watch the explosion as they fly to safety. Despite the fact that the remaining reserves of the pathogen are burned as a result of the fire, the documents found at the entire site indicate that the ejection was not an accident: Trinity activated the object to obtain a pathogen sample, and Trinity's agent escaped with it before the bunker was destroyed. Lara's Nightmare (edited by editing) The main article: The Tomb Raider's Rebellion: Lara's Nightmare in Lara's Nightmare sequence begins in the same way as a bloody bond, but instead Lara's uncle is unwilling to give her a manor house. She fights with hordes of zombies and skulls before finding the master key. Finally, she kills a large skull in the main hallway, successfully ending her nightmare. Characters Edit The Source Lara Croft - After surviving a disastrous expedition to find Yamatai, Lara seeks to honor her late father by completing his research in honor of his memory. This brings her into conflict with a dark organization called Trinity. Nato Allies edited the source of Jonah Mayawa, Lara's friend and comrade from Yamatai. Jonah worries for Lara and accompanies her to Siberia with the intention of helping her, deeply worrying about her. James is the leader of the remnants, a group of people. descendants of Kitezh and followers of the Free Prophet. He is very knowledgeable, knowing much more than he allows further. Sofia is Jacob's daughter and leader of the Remnants armed forces. She's incredibly distrustful of strangers. Nadia - a young woman who seeks the help of Lara to find his grandfather, who sought revenge on the legendary Baba Yaga for the death of his lost lover. Ivan is Nadia's grandfather and a former Soviet guard in the Gulag. He joined the remnants after his betrayal of the Soviets was discovered. He seeks revenge on the witch Baba Yaga, who killed his lover. Serafima is a brilliant biochemist who was imprisoned in the Gulag. Apparently, she was killed by the legendary witch Baba Yaga. Tech Maintenance - Trinity Operating, which is seeking a way out of the Trinity service by exchanging goods in exchange for gold. Enemies of the edit source Ana - the ex-girlfriend of Richard Croft, she, as it turned out, was an agent of Trinity for years, ordered to keep an eye on Croft. Her devotion to Trinity is questionable and has its own ulterior motives. Constantine is Anna's brother and a trinity field commander. He is an effective operative of the Trinity and considers himself God-chosen warrior. Baba Yaga - a mythical witch who lives near the territory of the Remains, terrorizing everyone who enters her house. Kennard Montes Rourke (voice only) Pedro (voice only) Posthumously edited the source by Richard Croft - Lara's deceased father, once a respected archaeologist who became the subject of ridicule for his outlandish theories. He died in an apparent suicide when Lara was a child. Amelia Croft is Lara's late mother, who disappeared when Lara was a child. Groups edit the edit source of Trinity - a religious military sect that seeks to control the world. The remains are descendants of followers of the sysyless Prophet and citizens of Teege. Immortals - Immortal Army of the Immortal Prophet, still alive in a few centuries. Rise of the Tomb Raider's source editing levels have larger areas of study than the previous game. In addition to the history mode, side missions reward players for completing tasks. Calls are back from the previous game. Additional tombs can be explored in the game containing a platformer and other puzzles needed to access the code that can improve Lara's equipment. Syria edit source Siberia edit source Croft Manor edit source Bloody Links (DLC) Nightmare Lara (DLC) Gameplay edit source This game uses the traditional shooter third person / platformer / puzzle character of previous games in the series, using exactly the same style as the previous game. The game re-introduces some game mechanics that were absent from the previous game, including rope swings, grappling, swimming wrestling edit source Lara has access to several types of weapons of different types, such as bows, pistols. Everything can be changed depending on the preferences of the players. Rescue is once again used to modernize weapons. Lara uses her physical strength by climbing axes and then fighting knife to participate in the melee. Lara can also tackle enemies from stealth or above. While health regeneration remains (variable through switching gameplay complexity on the menu). Lara must find and hold the lid for a considerable period of time before her wounds begin to heal during the battle. Severe injuries (indicated by black and white graphics) must be treated with bandages, although Lara can get a skill that instantly heals her back to full health (once per combat meeting.) Stealth has been updated as Lara can now hide from animals as well as humans. Lara can also climb trees, hide in the foliage to avoid detection by enemies, and dive into the water to perform stealth takedowns. Weapon (edit the source of editing) Lara has access to more weapons and updates that can be switched to any camp according to the player's preferences. Unlike Tomb Raider, the weapon is no longer locked after receiving an updated version. In addition, each type of weapon has its own updates that are unlocked. Luke, Improvised Longbow, Recurve Bow, Onion Compound, Ancient Onion Horn, Dark Whisper, White Widow, Steering Light, Dreamstinger Arrow Types: Rope, Fire, Poison Gas, Grenade, Grenade, Piercing, Broadhead Climbing Arrows. Pistols Revolver, Semi-gun, heavy pistol, Moon Shadow, Accipiter Nox, Venom Hand Gun. Assault rifles/rifles, Bolt action rifle, submachine gun, military rifle. Shotguns Melee Tactical Knife, Climbing Axes Explosive Gas Cylinders, Molotov Cocktails, Smoke Grenades, Poison Gas Bombs, Shard Bombs, Incendiary Bomb Resource Collection Edit Source Main Article: Rescue Rescue Is Once Again Used to Modernize Weapons; However, Lara will now have to collect specific materials around the environment, such as deer hide and fabric, to make some items/upgrades. Some materials can only be found in exotic locations, at certain times of the day and perhaps in certain parts of the destination. In the previous game, the save contained 1-9 9 pieces; In Rise of the Tomb Raider, Salvation contains 1-4 pieces. In addition to upgrading weapons, Lara can use the collected materials to make bombs and ammunition, which is useful when ammunition is not enough. Clothing Edit Source Home article: Lara Outfit Lara has different outfits in the game, unlike the previous game, which only DLC outfits, this one has a history of specific outfits, like the old games in the series. For the first time in the series some outfits are more than just cosmetic, as different clothes will allow different perks and bonuses. Clothes will be unlocked during the story, can be bought in the game, unlocked, making certain problems or bonuses, or created using certain animal skins. As well as this Lara can craft bags, flasks and quivers to allow her to carry more ammunition and resources. Some DLC outfits also need to be available in the Xbox Live Marketplace, or Steam. All outfits are available in the PS4 version. Skills Source Editing Main article: Lara Skills will have new skills to access, in the same categories as the previous game, under Brawler, Survivor and Hunter, having a total of 17 skills in Brawler, and 21 each in Survivor and Hunter. One of the skills demonstrated in the game is the ability to mark targets, and kill them in quick succession. (This mechanic is similar to the one used in the game, Hitman Absolution, also published by Square Enix) now has the ability to choose locks. Lara can once again shoot rope arrows to create zip lines, and can now make a rope swing if their in-post anchor, however the ability to use rope arrows to pull enemies out of ledges. Lara can also use her stealth abilities and jump from above and hit the enemy on the chest. This skill can also be done during a battle with mercenaries who have spotted you. Lara can also create ammunition, explosives and traps. Language system edit A new feature of the game, is the ability to increase Lara's knowledge in other languages, namely, Russian, ancient Greek and ancient Greek, each of which has its own level. Knowledge by reading documents and studying frescoes and artifacts. Improving language proficiency allows players to translate monoliths to find ancient secrets. Gear Edit Source Home article: Gear Once again Lara has access to a transmission that will make it easier to reconnaissance, bypass and provide access to certain areas, as well as interact with certain environmental obstacles, and help in combat. Climbing the Axe (x2) Glowsticks Rope Lock Pick Rebreather Wire Spool Crafting Tool Enhancement Tool Image Caption Image (edited source) As in the previous game, documents and artifacts can be found around the world. The documents expand knowledge about the game, chronicle the legend of Kiteja, and hunt for the Divine Source by various groups. Artifacts range from ancient Byzantine relics to Soviet Cold War items and items belonging to the Trinity. These collectibles can also help expand Lara's knowledge of the game, since some of them are written in a variety of allows Lara to expand her skills in them. Survival caches replace GPS caches from the previous game, and Lara can also find Byzantine coins that can be used to purchase certain weapons, equipment and attachments. Crystal Dynamics developed (edited the source of the editing) and developed versions of Xbox One and PC, while Nixes Software developed the Xbox 360 version. The PS4 version was developed in collaboration with Crystal and Nixes. At the end of development, Brian Horton issued a statement saying that Rise of the Tomb Raider was pushing the limits of Xbox One hardware, which many found troubling because the console had not even completed its second year of life. Like the previous game, Rise of the Tomb Raider was built on the foundation of Crystal Dynamics, but used a new facial capture system called Mova. Using fluorescent paint, Mova was able to use 7,000 reference points compared to the 90 used in the previous game. Downloadable Content (edited source editing) Several DLC packages have been released for the game. Endurance Mode: Survival mode, where the player must explore a randomly generated desert, for artifacts and crypts. Later did play in the co-op. Baba Yaga: Temple of the Witch: Expanding History. Lara must explore the mysterious Evil Valley and uncover the secrets of the witch Baba Yaga. Cold Darkness Awakening: Expedition/zombie mode. Lara is to close the aging Soviet chemical weapons plant, which was reactivated by the Trinity. Bloody Ties: A Story of Expansion Set at the Croft Estate. Lara is looking for the will of his father to prove his ownership of the estate Croft. Lara's Nightmare: A horde of zombie mode. Lara must clear Croft Estate from endless wave Enemies. Celebrating the 20th year (edit source) 20-year-old collector's edition for PlayStation 4. To mark the 20th anniversary of the franchise was announced on July 19, 2016, and was confirmed for release on October 11, 2016 for PlayStation 4 and PC. Its release is timed to coincide with the 20th anniversary of tomb Raider's first game, which debuted in October 1996. This edition will include all previously released Story DLC, Equipment and Weapons. It has been confirmed that the game will have additional upcoming content in the kit, including an additional chapter of the story called Blood Ties, co-op version for endurance mode, Bonus Skins, New Weapon New Complexity Settings, PlayStation 4 version has been confirmed to be compatible with the recently announced PlayStation 4 Pro that would allow him to play on 4K resolution at 30fps, or 1080p at 60fps. The Head of Blood Ties also included VR support through PlayStation VR. The collector's edition was also available for The PlayStation 4, containing all that Xbox and PC collectible edition included, with a bonus art book added. However, it was only available in Europe. This version was later available on Xbox One, Mac and Linux. Controversy (edited editing) Exclusivity for Xbox Platforms (edit source editing) The announcement that Rise of the Tomb Raider will be exclusive to Xbox, has provoked a massive backlash from fans as well as online critics who have referenced PlayStation's long history supporting the franchise (even as the main platform of the series even before the Xbox brand existed), as well as the superb sales of previous play on PlayStation platforms compared to Xbox , and the fact the PlayStation 4 has sold significantly more hardware units than the Xbox One (the current sales difference remains on average twice as many units, which has remained consistent since the launch of both consoles.) And also that many fans were quick to make the point that the final edition of the previous game was technically superior in terms of resolution and frame frequency on PlayStation 4 that ran at 1080p at 60fps, compared to the Xbox One version, which was only capable of running at 900p at 30fps. Immediately several petitions were filed to make the game multiplatform, like all previous Tomb Raider games. Many fans blamed the decision to go exclusive to avoid competing with the recently announced PlayStation 4 exclusive Uncharted Game, Uncharted 4: A Thief's End, which was the main competitor of the Tomb Raider franchise in the Adventure Game Market, which was a massive critical and commercial success, as well as more of the franchise's name in recent years, since the tomb Raider main series was on a temporary break between Tomb Raider : Underworld, and Tomb Raider, with the only release between Lara Croft and the Keeper of light, Uncharted thrived during this period of absence. Microsoft not having franchise of its own, was named as the reason that many complained used exclusivity to avoid creating a IP compete, which will require time and money to establish. In addition, Tomb Raider: Anniversary was launched in the same year as Uncharted: Drake's Fortune, whose sales rose significantly despite the fact that it was exclusive to PlayStation 3. To counter the backlash, Square Enix revealed that exclusivity was only set up, but due to an arrangement with Microsoft, could not say when exclusivity was expiring. It was later announced that the PC version would arrive in early 2016, and the PlayStation 4 Edition would arrive in the fourth quarter of 2016, both later confirmed for release on January 29 and October 11, respectively. Copyright copyright MOVA (editing source) Steve Perlman has filed a lawsuit against several companies for using the methods of seizing the face of the MOVA, which he owned. Crystal Dynamics was among the participating companies. Sales of tomb Raider's edit source sales were much lower than its predecessor, with sales in the UK as low as 63,000, about a third of the 180,000 copies of the previous game sold in its first week in the UK in its first week. Low sales have been blamed for sharing the launch date with Fallout 4, a virtually non-existent advertising campaign and its exclusivity for Xbox 360 and Xbox One. On January 4, it was announced that the game had sold 1 million copies, which its predecessor did within two days of launch, as well as selling another million in its first week after launching on PlayStation 4 and Xbox One. After the launch, Microsoft and Square Enix released statements that they were pleased with sales that many believed they were trying to save face, however many fans were outraged by their claims, citing the fact that the previous game surpassed this one-term sales, and Square Enix was disappointed with them until the game sold six million copies. After entering the PC, the game was subjected to a price reduction of up to 34% on Steam. PC Version reportedly sold three times as many copies in its first month as the combined sales of both Xbox platforms. PlayStation 4 is well reviewed, citing the fact that it has a more stable frame rate and fewer errors. Initially it suffered a minor delay entering the issue, which was also on the Xbox One version, although it was later fixed by the patch, although the problem remains on the Xbox One.The PS4 version allegedly sold nearly 384,000 copies in its first week of sales. Since November 2017, almost 7 million copies of the game have been sold on all platforms. Comic series Edit Home article: Tomb Raider (Dark Horse Comics) Much, like the previous game, Dark Horse published several comics to bridge the gap between games. Sequel Edit Source Home article: Shadow Tomb Raider during E3 2015. Square Enix inadvertently confirmed that they had a third game for timeline in the early stages of development. In August 2016, Crystal Crystal hired Ian Milham, art director of Dead Space and Battlefield Hardline, to direct the next tomb Raider series. On October 31, 2016, a Reddit user spotted the Shadow of the Tomb Raider logo on a laptop screen during a trip to the Montreal subway. Since he was spotted in Montreal some have speculated that Eidos Montreal will be the main developer of the series, which is unlikely since Ian Milham, has been hired to direct the next game to Crystal Dynamics. Neither Square Enix nor Crystal Dynamics nor Eidos Montreal have commented. In January 2017, it was announced that Rihanna Pratchett was leaving Crystal Dynamics and would not write a third game in chronology. In June 2017, the internet released an alleged leak of the logo and concept art, on which Lara is depicted in the jungle, in the background is a pyramid of Aztecs, which fits into the belief that the sequel will take place in Mexico, as Lara has a map of the Yucatan Peninsula on his desk at the end of Rise. In December 2017, Square Enix officially confirmed that the new Tomb Raider game is in development and that the news will be distributed in 2018. The Shadow Tomb Raider was officially revealed in March 2018, confirmed for release in September of that year. The trailer showed many leaks to be accurate, including the Mexican setting. Camilla Ludington has confirmed she will return as Lara Croft via her personal Twitter. Rise of the Tomb Raider received generally favorable reviews of Metacritic, receiving a metascore 86/100 on both PC and Xbox One. Rise of the Tomb Raider: 20 Year Celebration PS4 also received a metascore 88/100. Trivia (edited source) Coordinates (LAT:36.73 / LON:37.01), shown in Syria, lead to a flat field in Syria. Happy Birthday Lara Croft If the game is played on February 14, a message can appear when the screen is loaded, where hints appear, saying: Happy Birthday Lara Croft. The date in the newspaper at the beginning of the game is 10.11.2015, which is the day the game was released in the United States. (Note: In Europe dates are written as Day.Month.Year, unlike the American dating system Month.Day.Year) In the post-credit scene at the Croft estate Lara listens to his father's notes, and at the end of his latest tape he says: Extraordinary in what we do, not who we are, which is a reference to the beginning of the first game and now - one of the last lines in the second. Serves as a link between them. If you walk in Geothermal Valley after the end of the story mode, you can hear the NPC talk about Jacob and that he may still be alive - which is a reference to the end of the game, where he finally dies when the Divine Source is broken by Lara. In DLC reference To the 20th anniversary of the release of the first game, the developers have added outfits that are taken directly from past games. The render and graphics are also the same as the original games that the outfits are taken from. Clothing includes: Classic Angel of Darkness, Classic Croft Manor, Classic Chronicles Costume, Classic Tomb Raider II, and Classic Tomb Raider II Bomber Jacket. Links (edited editing source)

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