

Tomb Raider: Definitive Edition FAQ

Who is developing Tomb Raider: Definitive Edition?

Tomb Raider: Definitive Edition was developed as a multi-studio collaboration between Crystal Dynamics and two trusted partner studios: United Front Games (Vancouver) whom we know from their Sleeping Dogs work with Square; and our long-time partners at Nixxes whom we've worked with since the Legacy of Kain days. Both UFG and Nixxes worked closely with our internal Crystal core team to rebuild Tomb Raider from the ground up for next-gen consoles.

Why did you choose to work with United Front Games?

We've worked with Nixxes for years so they were a natural fit for us to turn to when it was time to go next-gen. United Front Games was known to us thanks to the Sleeping Dogs relationship with Square. For Tomb Raider: Definitive Edition we relied on them for a ton of the heavy lifting in taking our already great looking game and pushing it even further with the enhanced visuals for the world, reworking our core networking code for the next gen, and carrying a bulk of the asset implementation and enhancement work.

Is there new in-game content in Tomb Raider: Definitive Edition?

The core action and story of Tomb Raider remain intact, but we've added all post-launch DLC, as well as a few bonus offerings that let you dive deeper into Tomb Raider's development. Here's what you can expect:

- The fully rebuilt game for next-generation consoles
- The Tomb of the Lost Adventurer
- Eight DLC multiplayer maps
- Six DLC multiplayer weapons
- Four DLC multiplayer characters
- Six alternate outfits for Lara
- Dark Horse digital comic book "Tomb Raider: The Beginning"
- Brady Games digital art book "Tomb Raider: The Art of Survival"
- "The Final Hours of Tomb Raider" documentary series

Why didn't you add new in-game content or modes to Tomb Raider: Definitive Edition?

Tomb Raider: Definitive Edition is the ultimate expression of our original vision for Tomb Raider; the one now capable with the next-gen horsepower and extra time

and manpower we had to craft this experience. We were very happy with the final Tomb Raider experience when the last piece of DLC dropped. It's a complete and fulfilling journey, and we didn't want to break that balance but instead enhance it wherever possible for the highest fidelity experience possible.

Tomb Raider: Definitive Edition is the complete vision for Tomb Raider, enabling people who already played Tomb Raider to revisit Lara's journey on next-generation consoles, and for those who've not picked up the game yet to get the ultimate experience the first time around.

Is Tomb Raider: Definitive Edition just a port of the PC game?

No, Tomb Raider: Definitive Edition is not a port of the PC game. Definitive Edition was rebuilt from the ground up for next-gen consoles. The X360, PS3, and PC editions were where we started from; and then we added an improved lighting and shadow caster system, more detailed storytelling visuals, massive amounts of more particle effects, a fully simulated physics world, and the new next-gen Lara.

Some key Definitive Edition improvements include:

- An all-new Lara model created to take advantage of the power of next-gen consoles.
- Gear on Lara (necklace, climbing axe, radio, arrows) now have realistic physics.
- Lara's head has been retopologized and increased in resolution for a higher fidelity appearance. Her head was rebuilt from scratch with an estimated 5x density improvement on features for eyes, nose, mouth, cheeks, etc. All of her textures are higher resolution as well. We've also smoothed over edges on elbows, shoulders, and legs to give more natural features.
- Shaders and lighting have been reworked to showcase the raw physicality of Lara's journey through sweat, mud, and blood materials and effects.
- The world has been dynamically brought to life using complex physical world simulation on trees, foliage, cloth. Additional enhancements have also been made to weather and lighting.
- All textures have been created at 4x resolution for maximum fidelity and detail.
- In-game characters, enemies, and destructibility have been enhanced for added realism.
- Subsurface scattering technology has been implemented to capture the most physically accurate lighting simulation and deliver a great sense of believability on Lara.
- Native 1080p gameplay gives outstanding visual fidelity and showcases the deadly beauty of Yamatai.

Are the graphical improvements really that great? What other “next-gen” features are you including?

Yes, we think the graphical improvements are pretty great. The team didn't just up-rez the game. They pulled it apart and rebuilt it with new technology, finally allowing us to reach the vision for Tomb Raider that we always wanted.

You can see the sweat, mud, and blood on Lara. Her eyes are much more expressive and her hair realistic. We also improved gear movement in Definitive Edition – her axe will sway and necklace will react to movement as Lara traverses the island. The Endurance crew has been spruced up, too.

As for the island, we've added weather and lighting effects, extra vegetation, improved physics, reactive water surfaces, and more. Yamatai is now alive with motion. When Lara stops, the world keeps moving. We didn't just improve the rain; we reworked it until it felt torrential – like another enemy out to get Lara.

If you want to get geeky, our gameplay is now in full 1080p, we have subsurface scattering on our characters, real-time particle lighting, Tress FX support for Lara's hair, upgraded reactive water, full world simulation, and more. We've also completely rebuilt Lara's head and face model from the ground up with a denser topology giving improvements on features for eyes, nose, mouth, cheeks, etc. All of her textures are higher resolution as well.

As for other next-gen additions, The Xbox One allows you to use Kinect to change weapons, attachments, and navigate the menu with your voice. You can also rotate and inspect relics with hand gestures, and find new viewpoints by leaning into the world. The PlayStation 4's DualShock 4 controller lights up red and orange when using the torch, and quick flashes when Lara is shooting. The PlayStation 4 version also allows you to stream Tomb Raider to the PlayStation Vita.

Why should I buy Tomb Raider: Definitive Edition?

Tomb Raider is considered one of the best games of 2013, and for good reason. If you've yet to sink your teeth into the game, this is the edition you'll want to experience. Not only has it been rebuilt for next-gen consoles, it includes, Kinect, DualShock 4, and PS Vita compatibility, and all the DLC that released post-launch.

Why should I buy Definitive Edition if I already own Tomb Raider?

We call it “Definitive” for a reason! Tomb Raider: Definitive Edition showcases what next-generation consoles are capable of. You'll notice all the improvements we made and feel even more immersed in Yamatai as a result.

If you're an avid Tomb Raider fan or collector, Tomb Raider: Definitive Edition includes new cover art and an exclusive pre-order art book packaging with never-before-seen concept art.

That said, we realize not everyone will need or want to purchase the game a second time. However if you have friends who haven't played Tomb Raider and own next-gen consoles, be sure to let them know Definitive Edition is the version to get.

Will Tomb Raider: Definitive Edition contain a hint at the future of Tomb Raider?

While there's no new story content in the game, playing Tomb Raider: Definitive Edition gives you a window into what to expect from the future of Tomb Raider. This is our first movement towards what a next-generation Lara will look like - the caliber of model you'll see in her future adventures. We feel that Lara's one of the most believable characters in gaming, and she's never looked more real than this.

Have any bugs from TR 2013 been addressed in TRHD?

Yes. All of the title updates rolled into the Xbox 360 and PlayStation 3 editions of Tomb Raider have been included in Tomb Raider: Definitive Edition.

If I've already played Tomb Raider for the Xbox 360 or PlayStation 3, will my save games and multiplayer ranks port over?

Save data from current-gen versions of Tomb Raider is not compatible with the Xbox One or PlayStation 4 versions of Tomb Raider: Definitive Edition - meaning achievements/trophies, multiplayer ranks, and so forth will not transfer over.

What is the approach to multiplayer in Tomb Raider: Definitive Edition?

Multiplayer will work the same as it did on the previous generation of consoles. As everyone who purchases Tomb Raider: Definitive Edition will have access to the entire suite of multiplayer maps, this will avoid any compatibility issues that would have arisen from playing with friends who didn't own the same DLC.

Will PC users be getting an update that allows them to play with the next-gen Lara model?

Tomb Raider: Definitive Edition was designed and rebuilt from the ground up for next-generation consoles. At this time a PC update is not planned.

Is Tomb Raider: Definitive Edition available for the Xbox 360 or PlayStation 3?

No, Tomb Raider: Definitive Edition was built from the ground up for next-generation console technology that isn't available in previous hardware.

Can I get the art book packaging without purchasing the game? I'd like to buy it separately.

The art book packaging is a pre-order exclusive, and will not be sold as a standalone retail offering.

When will we see more gameplay? How about comparison screens?

We've got a good number of assets to show off before Tomb Raider: Definitive Edition's launch. The title releases on January 28 in North America and January 31 in Europe, so you don't have long to wait!

Will Tomb Raider: Definitive Edition be available as a digital download?

Yes, Tomb Raider: Definitive Edition will be available as a digital download on both the Xbox One and PlayStation 4 at launch.

Will the DLC, digital art book, and documentary be on disc? Or packaged up with a code?

All bonus content is on disc for physical versions of Tomb Raider: Definitive Edition. If you purchase a digital copy of the game, the content will be installed on your HDD.

How many FPS does Tomb Raider: Definitive Edition run at?

We are still optimizing the game for both platforms and will be doing so until we release to manufacturing so that we get the highest performance possible.

Does Tomb Raider: Definitive Edition run natively at 1080p on both consoles?

Yes, Tomb Raider: Definitive Edition's gameplay is native 1080p on both the Xbox One and PlayStation 4.

When does Tomb Raider: Definitive Edition release?

Tomb Raider: Definitive Edition releases for the Xbox One and PlayStation 4 on January 28, 2014 in North America, and January 31st, 2014 in Europe.

What's the price point?

Tomb Raider: Definitive Edition will retail for \$59.99 in North America. Check with your local retailer for price points across Europe!